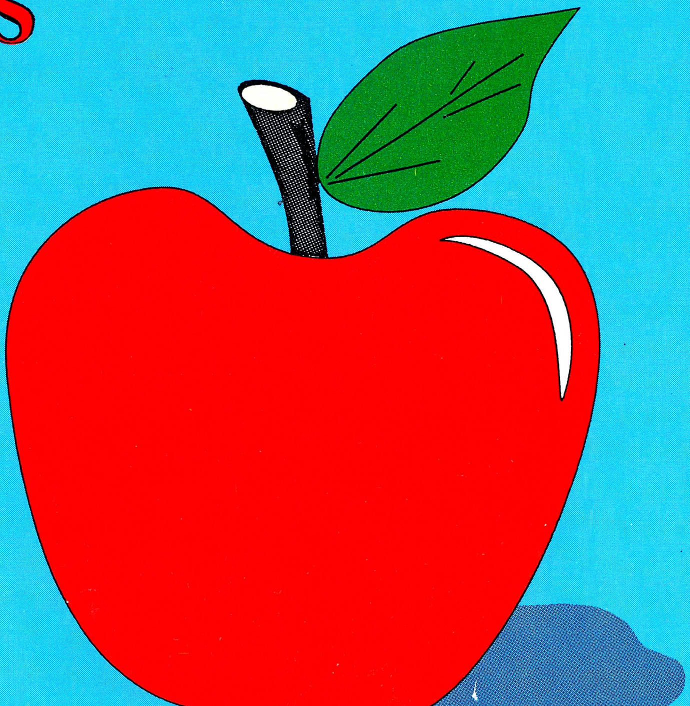
1993 - 1994

Educational Software for your

apple

II+, IIe, IIc, IIGS and Macintosh



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The most economical way to produce newsletters. Over 2500 different graphics for the price of one. In every area from holidays, daycare, fishing, soccer, office, shopping, animals, and many, many more.

Contains: The Newsroom
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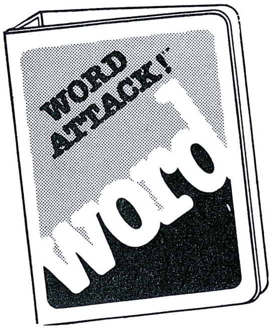
NSP-2223-AP 5.25" disk only. ..... ~~$95.00~~.....$26.95



WORD ATTACK!

Word Attack has 675 words grouped by difficulty into nine levels. There are 27 word lists that include adjectives, nouns, and verbs. Contains 4 learning activities: Word Display, Multiple - Choice Quiz, Sentence Completion and the Word Attack Game. Offers a variety of activities that encourage the learning of new words and their meanings. Requires 64K.

DA-206-AP 5.25" disk only. .... ~~$49.95~~.....$29.95

SPEED READING TUTOR IV

The program that teaches you to read faster and better in just eight lessons! Your responses are monitored so the program designs the pace of the lessons to match your proficiency level. With *Speed Reader IV* it is possible for both the very slow and a fast reader to benefit from the same program by fitting their individual needs. The Eye Exercise section helps to break old bad habits. The Eyerobics game stretches your peripheral vision by flashing pairs of patterns that are either the same or different. Eyerobics is a fast paced game that builds an important skill.

Requires: 64K ,80 column.

NSP-2219-AP 5.25" disk only. ...... ~~$49.95~~.....$19.95

CREATE A CALENDAR

A simple but powerful tool that lets you design your own daily, weekly, monthly or yearly calendar in moments. Choose from over 70 graphics, borders and fonts for any occasion. Or use any pictures form the Graphics Scrapbook Collection or any Print Shop compatible disk to create personalized calendars. You can also write multiple lines of text to keep track of dates.

* Automatically add holidays, birthdays or special events. for any year from 1793 - 9999.

* Type in events that occur throughout a year and watch them reappear on weekly calendars.

* Enter a regularly scheduled meeting and it will reappear on all following months. Requires: 64K.

NSP-2220-AP5.25" disk only. .... ~~$19.95~~.....$11.95

SPELL IT!
spell

SPELL IT

Grades: 1 - 6

Spell It reviews the basic spelling rules and provides an interesting and challenging format for learning to spell the most commonly misspelled words. *Spell It* contains 50 word lists covering 1,000 of the most commonly misspelled words grouped into five levels of difficulty. In addition, there are more than 20 spelling rules presented. See It, Practice It, Unscramble It and Spell It! are four exciting learning activities that encourage you to become familiar with spelling rules, study words in syllables, and use difficult - to - spell words in sentences. Requires: 64K.

DA-13-AP 5.25" disk only. .... ~~$49.95~~....$29.95

MIND OVER MINORS

This program is available in two editions, a parent edition and a teacher edition. The Parent Edition is designed to give you an understanding of your child. It will help you identify your child's strengths and weaknesses and offer ways to motivate, manage and discipline your child.

The Teacher Edition provides techniques and suggestions that will help you work with any student more effectively. Based on strengths and limitations this program makes recommendations on how to increase academic performance and how to mange student discipline in a classroom setting. Requires 64K.

Parent Edition

NSP-2055P-AP 5.25" disk only. .... ~~$39.95~~....$19.95

Teacher Edition

NSP-2055T-AP 5.25" disk only. ... ~~$49.95~~.....$29.95

FORCE 7

You command Force 7, a crack Special Forces unit. You've been sent to the Planet Karis on a perilous mercy mission: Rescue the Earth survivors...if any!

The situation: All communications from Karis were silenced months ago. The last report said the colonists were overrun by invaders. If any Earthlings were still alive, they were holded up in the Energy Fabrication Plant!

The enemy: A race of rugged, powerful, and relentless beasts that enjoy the finer things, like humans!

The dilemma: Because of an accident on your ship, all but one Life-Support Suit has been damaged. This means that, though your arsenal includes Flame throwers, heavy machne guns, grenade launchers, and hydro guns, only one commando can transport to Karis at a time to use these weapons. Requires: 128K.

NSP-2224-AP 5.25 disk only. .... ~~$39.95~~....$19.95

SPRINGBOARD PUBLISHER

Page layout, word processing, and graphics creation all in one program. As you work, Springboard lets you put whatever you want, wherever you want, whenever you want. For the first time, you can do all of your work right on your page. All of your tools are available on screen from easy-to-use pull down menus. You never have to leave the page to set up page parameters, enter text or even add graphics. With the program's Intuitive Text Formatting you have the freedom to move your graphics around or change your page as much as you like. The text will reformat, automatically. Mouse optional - and Apple IIGS supported.

SPR-85921-AP 5.25" disk only. ..~~$139.95~~.....$89.00

SPR-85921-AP 3.5" disk only. ....~~$139.95~~.....$89.00

LOVENOTE MAKER

Let that special someone know how you feel with a card that's as high-tech as you are. Whether it's a special occasion, or just a way to say "thanks for being a friend," this program says it with heartwarming graphics, computer animation and music too! Express yourself with full-page printouts, folded lovenotes and animated greeting disk.

Contains: 100 sheets printer paper, 16 stickers, 1 software disk.

HIT-003-AP 5.25" disk only. ....~~$29.95~~.....$13.95

LET'S MAKE CALENDARS

With only a few keystrokes, you can design, create, and print original calendars and stationery. Everything you will need is in this package - pictures and symbols, type styles, and borders. No programming or graphic skills neccessary. Just load and let your imagination go!

Features: Weekly and monthly formats
Special preview mode
Contains: 70 graphics and symbols
6 type styles in 2 sizes
Requires: 64K.

NSP-2222-AP 5.25" disk only. .... ~~$19.95~~....$6.00

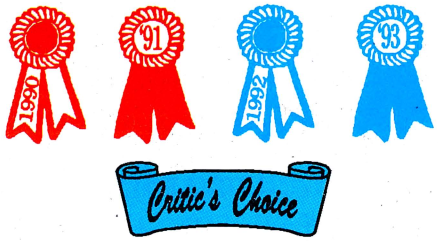
'TWAS THE NIGHT BEFORE CHRISTMAS

Not just a few screens but the entire story with a musical accompaniment. You can send personalized copies of the disk to family and friends as a unique animated Christmas greeting. Personalize and print a Christmas card with your own holiday message. Type and print a letter to Santa Claus using the on-screen editor. And play the Christmas game.

SIM-020-AP 5.25" disk only. .... ~~$9.95~~.....$5.00

AWARDS

Throughout this catalog you will find award winning software. For your convenience these programs are marked with the symbols shown below.



1986 - 1989

New releases are marked by NEW '92 RELEASE

The page Headers indicate which machines are represented on the page by the apples as shown below

AP Apple II, II+, IIe, IIc

GS Apple IIGS

MAC Macintosh

Watch for GS, MAC, and VHS extensions on the stock numbers in the catalog. They denote IIGS specific programs, Macintosh specific programs, and Videos.

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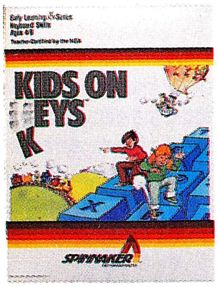


KIDS ON KEYS

Grades: PreK - 1

Three colorful games introduce children to the keyboard as they identify letters, numbers and words from images appearing on the screen. Requires 64K.

SP-306-AP 5.25" disk only.	**$29.95**
SP-306L-AP Lab pack of 5.	**$69.95**

Logo PLUS
by
Terrapin
Apple Version
128K Required
Contains both
3.5" and 5.25" disks!
Getting Acquainted with Logo PLUS
1992

LOGO PLUS

Grades:2 - Adult

Logo Plus gives you all the features of *Terrapin Logo* plus 75 additional commands and features.

- ***Combine graphics and text*** in various colors, fonts, and styles including bold, underlined, italics & inverse.
- ***Easy-to-use shape editor*** lets you design new turtle shapes, rotate ,flip them, and change their size and color. Creating animations is easy!
- ***Color detection*** gives the turtle a sense of touch and color fill adds pizzazz to your designs
- ***Zoom*** lets you edit the graphics screen
- ***Full documentation*** (665 pages)

Requires 128K.

TR-2000-AP Dual pack 5.25" & 3.5".	**$119.95**
TR-2000L-AP 5.25" Lab pack of 10.	**$299.95**
TR-2000L-AP3 3.5" Lab pack of 10.	**$299.95**

THE BASICS OF BASIC

Grades: 5 - 12

Created for the first time computer user, this package teaches programming through a series of on-screen instructions. There's no need to fumble through a technical manual because unfamiliar terms and programming procedures are presented in an easily understood manner. This simple-to-use series of 12 programs will help your class to learn how to use the keyboard and its special keys, how to edit and change text, how to write and run their own programs, how to do math on the computer, how to save information and get it back, how to make the computer print what they want, and much more. Includes manual.

Requires 128K

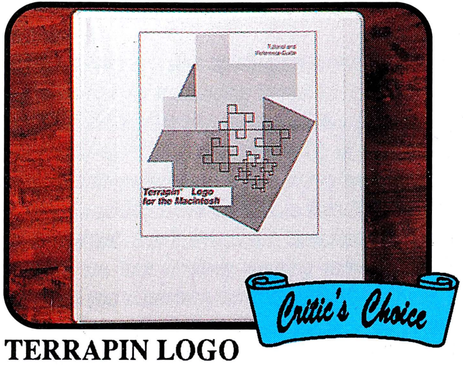
FM-4001B-AP 5.25" disk, w/backup.	**$79.00**
FM-4001L-AP Lab pack of 12.	**$237.00**
FM-4001B-AP3 3.5" disk, w/backup.	**$79.00**
FM-4001L-AP3 Lab pack of 12.	**$237.00**

KRELL LOGO

Grades: 1 - adult

Krell Logo is a fun to use, easy to learn computer language ideal for introducing children, and indeed, all new programmers to the world of computers. Students create pictures with simple Turtle Graphics commands, such as forward, right, repeat. The user is transformed from a passive recipient of information to a motive force commanding, directing and animating the reality that is produced. *Krell Logo* includes "Alice in Logoland", which is not technical but a whimsical and entertaining guide to *Logo*. Ideal for elementary and jr. high students. Requires 64K.

KR-1001-AP 5.25" only.	**$89.95**



Critic's Choice

TERRAPIN LOGO

Grades: 2 - adult

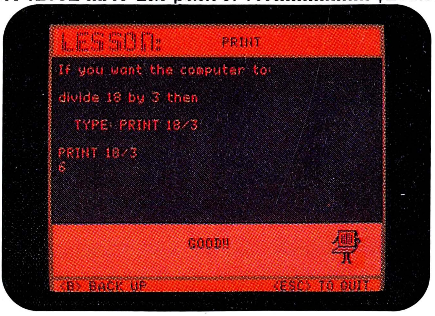
A powerful version of *Logo* for both beginners and experts. Students can draw pictures and make music. Even young children can do suprisingly sophisticated work. Older students can write more complex programs by using the assembly language interface, full-screen editor, and other advanced features. Includes step-by-step *Logo* tutorial and technical manual.

Apple Requires 64K.

TR-1203-AP 5.25" disk only.	**$99.95**
TR-1203L-AP Lab pack of 10.	**$299.95**

Macintosh Requires 128K.

TR-1203-MAC 3.5" disk.	**$99.95**
TR-1203L-MAC Lab pack of 10.	**$299.95**



```
LESSON:                PRINT
If you want the computer to
divide 18 by 3 then
  TYPE: PRINT 18/3
PRINT 18/3
6
                GOOD!!
<B> BACK UP            <ESC> TO QUIT
```

ACE PROGRAMMER

Grades: 2 - 12

Thirty-five interactive tutorials help students learn Basic commands. Each learning segment offers examples, interactive practice, and playspace. Special features include: room to add teacher lessons and a mangagement system to track 32 students.

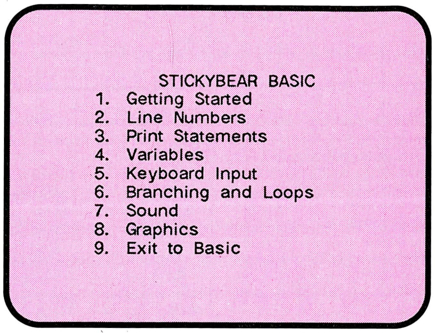
Requires 48K.

Level 1 for grades: 2 - 6

MDP-1000-AP 5.25" disk only.	**$39.99**
MDP-1000L-AP Lab pack of 6.	**$99.00**

Level 2 for grades: 7 - 12

MDP-1100-AP 5.25" disk.	**$39.99**
MDP-1100L-AP Lab pack of 6.	**$99.00**



```
STICKYBEAR BASIC
1.  Getting Started
2.  Line Numbers
3.  Print Statements
4.  Variables
5.  Keyboard Input
6.  Branching and Loops
7.  Sound
8.  Graphics
9.  Exit to Basic
```

STICKYBEAR BASIC

Grades: 3 & up

Through interactive tutorials and sample short programs, users are provided with all they need to begin writing short programs on their own. Topics such as line numbering, print statements, and loops and variables are covered in a direct, friendly manner.

Requires 48K.

XR-2332-AP 5.25" disk only.	**$39.95**
XR-2332L AP Lab pack of 6.	**$119.95**

UNDERSTANDING COMPUTERS

Critic's Choice

Grades: 5 - Adult

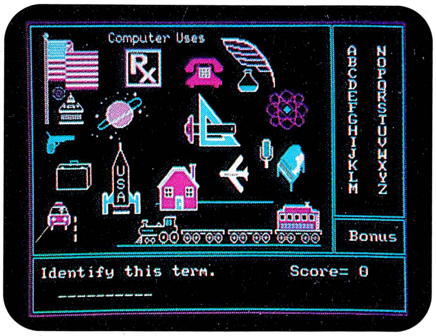
Provides students with an information packed semester-long course complete with a student workbook and teacher's manual, each over 100 pages. Students learn to understand computers by reading, by discussing, and by doing!

Basic computer literacy concepts are introduced to users while emphasizing computer understanding as an intergral part of daily life. 4-disk set. Requires 48K.

LG-127-AP 5.25" disk only, w/backups.	**$279.00**
LG-127L-AP Lab pack of 5.	**$478.00**

Additional Student workbooks

LG-126-WA Set of 5.	**$24.95**



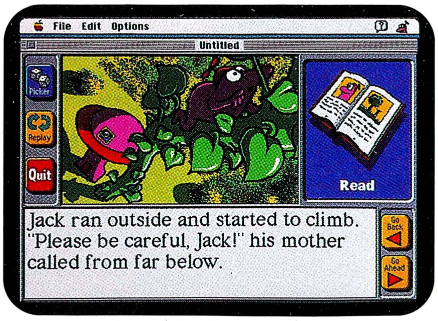
Identify this term.   Score= 0

COMPUTER CONCEPTS

Grades: 7 - adult

Computer Concepts is an interactive program with colorful, high resolution graphics, which introduces the essential concepts necessary for understanding computers. Topics are: The History of Computers, Components of a Computer System, How a Computer System Works, Flow Charts, Basic Statements, and Computer Uses. A Concepts Study Unit and a Quiz Machine are included. Requires 128K.

VT-021-AP 5.25" disk.	**$39.95**
VT-021L-AP Lab pack of 10.	**$149.95**
VT-021-AP3 3.5" disk.	**$39.95**
VT-021L-AP3 Lab pack of 10.	**$149.95**



Jack ran outside and started to climb. "Please be careful, Jack!" his mother called from far below.

JACK AND THE BEANSTALK

Ages: 3 - 7

In this whimsical re-telling of the fairy tale classic, the choices are up to you. See Page 16. Requires: 64K.

TSP-RMJ-AP 5.25" disk only. **$44.95**

TSP-RMJ-AP3 3.5" disk only. **$44.95**

Apple IIGS requires: 512K.

TSP-RMJ-GS 3.5" disk only. **$44.95**

Macintosh requires: 2 megs.

TSP-RMJ-MAC 3.5" disk only. **$59.95**

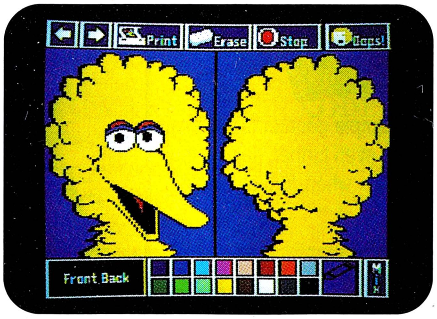
JUANITO Y LOS FRIJOLES MAGICOS

Spanish version

Ages: 3 - 7

Convierta su Macintosh en un centro para leer, escribir y grabar con este encatador cuento interactivo para nin's en las etapas de pre-lectura y lectores principiantes. En esta version de fantasia del clasico cuento para ninos "Juanito y los Frijoles Magicos, los penuenos lectores pueden escoger lo que sucedera mas alelante! Despues de haber leido el cuento, los alumnos pueden escribir su propia version, grabarse a si mismos al leeria, y guardar su "video" narrado en forma de pelicula QuickTime. Todo el texto que aparece en la pantalla esta en espanol. La Guia para el Maestro esta en ingles. Macintosh requires: 2 megs.

TSP-RMJH-MAC 3.5" disk only. **$59.95**



SESAME STREET CRAYON OPPOSITES ATTRACT

Grades: Preschool

Let Bert and Ernie teach the difference between "hot and cold", "day and night" or "front and back" while your students color their favorite Sesame Street friends. Requires: 128K.

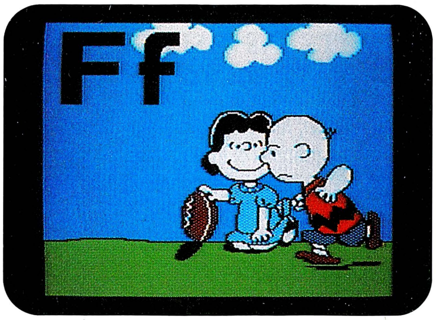
PW-203-AP 5.25" disk only. **$14.95**

DONALD'S ALPHABET CHASE

Grades: Preschool

Mischievous alphabet pets have slipped out of the toybox, and are running wild all over the house! Preschoolers are invited to join Donald in this crazy game of hide-and seek as he scrambles from one end of the house to the other to recapture all the 26 letters. Requires: 128K.

DIS-12-AP 5.25" disk only. **$14.95**



CHARLIE BROWN'S ABC'S

Grades: Preschool - 2

Four different games entertain and challenge children to learn the alphabet.

- * Displays both Upper and Lower case letters.
- * Words come to life in animated sequences.
- * Prints out nay or all the letters of the alphabet.
- * Certificates rewards for children.

Requires: 48K.

AMS-511978-1AP 5.25" disk only. **$29.95**

Apple II GS requires 1 meg.

AMS-846705-5GS 3.5" disk only. **$39.95**

JUMPSTART

Ages: Birth to Seven

Jumpstart, the video reading program designed specifically for parents and teachers who want to learn the secrets of teaching young children to become good readers. Jumpstart provides fun, hands-on, practical sessions that show teachers and parents how to give their child every advantage in becoming a good reader. Includes: "The Reading Rich Environment"; Understanding Syntax, Semantics, and Grapho Phonics; The Reading/Writing connection; "Finger, Eyes and Brain" - the music video; Decoding Strategies, Bonus Book List; Review Card, and much more.

V105-101-V HS 28 minutes. **$28.95**

Barney™ and Baby Bop

stuffed animals and puppets.

V47-99300 Plush Barney, 12". **$18.95**

V47-99350 Plush Baby Bop, 12". **$18.95**

V47-99400 Barney Puppet, 14". **$24.95**

V47-99450 Baby Bop Puppet, 14". **$24.95**

V47-99500 Plush Barney, 48". **$249.95**

Talking Barney

V47-99550 . ... **$39.95**

BARNEY'S CAMPFIRE SING-ALONG

Barney introduces fun of camping out. The children encounter all sorts of woodland creatures, study the stars, learn the valuable forest safety lessons and discover the delights of imagination.

V47-98051-VHS 46 minutes. **$14.95**

WAITING FOR SANTA

Barney, Backyard Gang and their new friend, Derek, magical snowman, frolic on the ice, pretend to be elves in Santa's workshop, and learn the true meaning of friendship.

V47-98041-VHS 40 minutes. **$14.95**

ROCK WITH BARNEY™

Barney joins the Backyard Gang on a fun filled adventure in a movie studio. Through a protect-our-earth theme, Rock with Barney encourages children to sing and play along with traditional and favorite songs.

V47-98081-VHS 30 minutes. **$14.95**

BARNEY'S BIRTHDAY PARTY

Barney's friends throw him a party, using classroom materials and imagination! Birthday customs from other parts of the world are introduced. Kathy learn that gifts are not the most important part of birthdays.

V47-98011-VHS 35 minutes. **$14.95**

BARNEY™ GOES TO SCHOOL

Barney joins the gang at school infinger-painting, "pretend" play, and learning center activities - numbers, letters, colors, and shapes - he discovers why the children love to go to school every day.

V95-98061-VHS 37 minutes. **$14.95**

BARNEY'S MAGICAL MUSICAL ADVENTURE

Barney takes the children on an adventure to a real castle. On their journey, they travel through a magical forest where they discover "Twynkle" the Elf. Songs, a tea party, meet the king are part of thecastle fun!

VID95-98091-VHS 30minutes. **$14.95**

BARNEY™ IN CONCERT

Barney and the Backyard Gang's concert features traditional songs and fun new musical arrangements that encourage interaction and audience participation. Barney introduces his newest friend, Baby Bop.

V47-98071-VHS 45 minutes. **$14.95**

Shapes

AP GS

PATTERNS & SEQUENCE

Ages: 3 - 5

Critic's Choice

Scratch Match, *Ms. Bug* and *Train Game* take the child from simple geometric designs to pairing sequences of three abstract patterns. Dan's Van goes even further, helping the child make the discriminations needed to avoid letter reversals when formal reading instruction begins. Requires 48K.

H-3302B-AP	5.25" disk w/backup.	$45.95
H-3302L-AP	Lab pack of 5.	$99.95
H-3302B-AP3	3.5" disk w/backup.	$45.95
H-3302L-AP3	Lab pack of 5.	$99.95

COLORS AND SHAPES

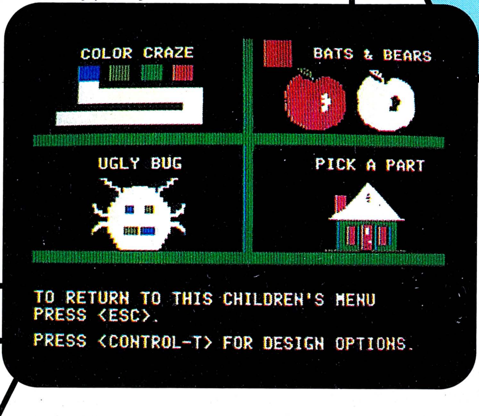
Ages: 2 - 4

Critic's Choice

Color Craze, *Bats and Bears*, *Ugly Bug* and *Pick-a-Part* are exciting games that help the child discriminate colors, match color patterns, match shapes and use familiar shapes to construct a model.

Requires 48K.

H-3301B-AP	5.25" disk w/backup.	$45.95
H-3301L-AP	Lab pack of 5.	$99.95
H-3301B-AP3	3.5" disk w/backup.	$45.95
H-3301L-AP3	Lab pack of 5.	$99.95



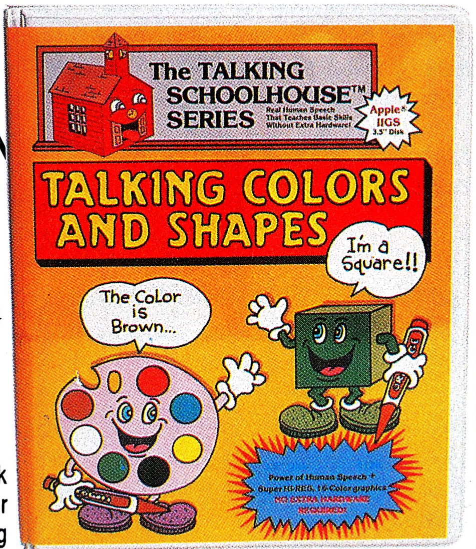
```
TO RETURN TO THIS CHILDREN'S MENU
PRESS <ESC>.
PRESS <CONTROL-T> FOR DESIGN OPTIONS.
```

THE FLYING CARPET

Grades: PreK - 1

Challenge: A high flying genie has created a boat and other fun objects with triangles, squares, rectangles and other shapes. Can you discover just what shapes make up an object? Develops shape matching, one- to-one correspondence, counting, size part-whole relationships, and figure-ground relationships. Requires 48K.

MR-7112-AP	5.25" disk only.	$19.95


The TALKING SCHOOLHOUSE™ SERIES
Real Human Speech That Teaches Basic Skills Without Extra Hardware!
Apple® IIGS 3.5" Disk
TALKING COLORS AND SHAPES
I'm a Square!!
The Color is Brown...
Power of Human Speech + Super HI-RES, 16-Color graphics
NO EXTRA HARDWARE REQUIRED!

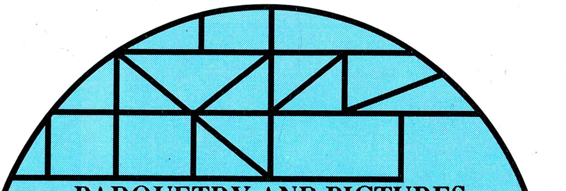
TALKING COLORS AND SHAPES

Grades PreK-2

An ideal two-disk program for youngsters getting ready to read! Utilizing the most current research and technology, this program is an ideal choice for use with pre-readers. A real human voice identifies and reinforces the seven colors and six shapes that the program covers. They include: red, blue, green, yellow, black, white, brown, square, triangle, circle, rectangle, diamond, and star. Provides an easy-to-use introduction to the keys and mouse of the computer for pre-readers Children use "computer crayons" to color shapes and objects Choose from ten activities that improve visual and aural discrimination skills essential for reading readiness Activities require youngsters to identify, classify, and compare colors and shapes.

Apple IIGS Requires 512K

OC-1045B-GS	3.5" disks, w/backups.	$59.00
OC-1045L-GS	Lab pack of 6.	$147.50

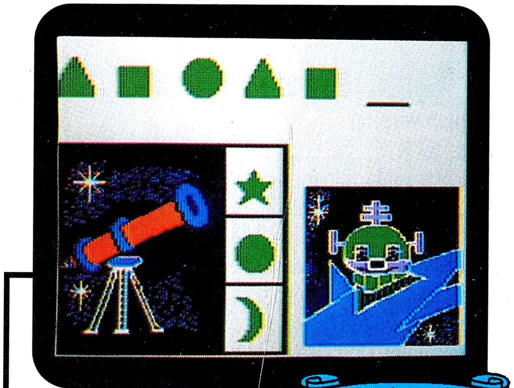


PARQUETRY AND PICTURES

Grades: 3 - 6

This will challenge children as they construct pictures or shapes by assembling familiar objects from given parts. At the more advances level, children will construct abstract geometric figures from irregular shapes. Less structured activities allow children to choose from four different settings and 28 items to create their very own masterpieces. Requires 48K.

H-3306B-AP	5.25" disk w/backup.	$45.95
H-3306L-AP	Lab pack of 5.	$99.95
H-3306B-AP3	3.5" disk w/backup.	$45.95
H-3306L-AP3	Lab pack of 5.	$99.95



SHAPE STARSHIP

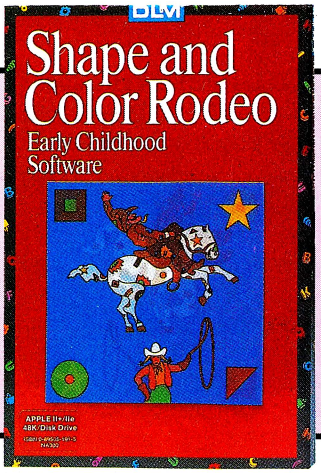
Critic's Choice

Grades: K - 3

This disk provides drill on basic readiness skills,includes a management system, and motivates with graphics and sound. Students progress through the disk using only the Space Bar and Return key.

Students choose from four lessons. In *Shape Match*, they are shown a shape and choose its match from three shapes of the same size. In *Size and Shape Match*, students are given a shape and choose its match from three shapes that may or may not be the same size. In *Shapes and Patterns*, students are shown a sequence of shapes and complete the sequence. In *Shape and Picture Match*, students are given an object containing a specific shape and choose its match from three shapes. Incorrect answers are deleted from the choices so that after two incorrect attempts only the correct answer remains. The teacher can control the number of questions, the sound, the display of instructions, and the student record. Requires 64K.

G-139B-AP	5.25" disk.	$59.95
G-139L-AP	Lab pack of 10.	$174.95
G-139B-AP3	3.5" disk.	$59.95
G-139L-AP3	Lab pack of 10.	$174.95



SHAPE AND COLOR RODEO

Grades: Preschool - 3

Children learn recognition and identification of common shapes, shape and color discrimination, and practice mixing primary colors. Requires 48K.

DLM-16003E-AP 5.25" disk only. $39.95
DLM-16003EL-AP Lab pack of 5. .... $89.95

LION'S WORKSHOP

Grades: PreK - 1

Our lion needs help in his workshop. The student must match objects on a fast moving conveyor belt to objects on his workbench. Develops visual discrimination skills, pattern recognition, and part-whole relationships. Requires 48K.

MR-7137-AP 5.25" disk only. **$19.95**

STICKYBEAR SHAPES

Grades: Preschool - 1

Three delightful activiites in rich color help young learners identify circles, squares, triangles, rectangles and diamonds. Every correct choice brings a big, bright picture alive with animation! Requires 64K.

XR-8561-AP 5.25" disk. **$39.95**
XR-8561L-AP Lab pack of 6. .... **$109.95**
XR-8561-AP3 3.5" disk. **$39.95**
XR-8561L-AP3 Lab pack of 6. .... **$109.95**

THE NEW TALKING STICKYBEAR SHAPES

NEW '92 RELEASE

Grades: PreK - 2

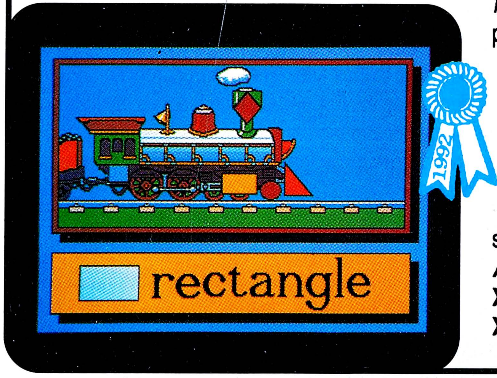
Big bright animated pictures fascinate young learners as they work with three different activities to learn the most common shapes. In *Pick-It*, children identify the missing shape in each picture. In *Name-It*, children match shapes with the names of shapes, while in *Find-It*, children match a shape with one hidden in the picture. When a child selects the correct answer, pictures become animated.

Children can use the program by themselves, encouraging a sense of exploration and discovery. The speech and sound effects combine to make the program endlessly fascinating.

The program comes with a sheet of Stickybear stickers and a special *Stickybear Shapes* poster.

Apple IIGS Requires 512K

XR-8562-GS 3.5" disks. **$49.95**
XR-8562L-GS Lab pack of 5. .... **$119.95**



EARLY GAMES FOR YOUNG CHILDREN

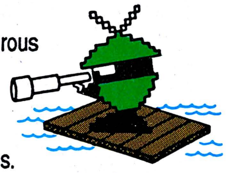
Grades: Preschool - K

This program is a collection of nine individual learning games that teach children a variety of basic skills and are a fun introduction to computer learning. They help children learn shapes and letters, how to add and subtract numbers, draw creatively, type with the computer, say the alphabet and spell their own names. The picture menu makes it easy for children to select and play games by themselves, so no adult supervision is necessary. Requires 64K.

SB-03-AP 5.25" disk only. **$39.95**
SB-03L-AP Lab pack of 5. .... **$79.90**

TONK IN THE LAND OF THE BUDDY BOTS

Grades: PreK - 3



Children love the adventurous graphics and lively animation that teach them visual discrimination by distinguishing shapes and patterns. Stresses concentration, memory and planning, as well as problem-solving skills. The multiple difficulty levels make this series adaptable to many student needs, while helping to promote familiarity with computers, along with one-to-one correspondence skills and pre-reading visual discrimination. Requires 128K.

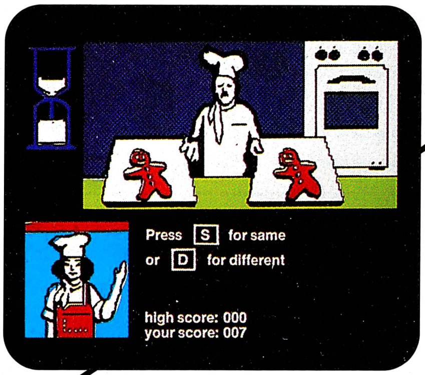
MNS-85517-AP 5.25" disk only. **$29.95**

PICTURE CHOMPERS

Grades: K - 1

The computer provides a rich environment where a large pool of graphics is available to children for comparison and classification. They can classify a wide variety of objects shown graphically that would be time-consuming and sometimes impossible to assemble in a classroom. *Picture Chompers* is a graphics-based educational game that challenges students to classify objects according to color, size, shape, design, class, and use. Includes over four hundred graphics; allows students to play the game with or without a timer, and gives lively feedback through an animated "molar" character. Requires 128K.

MEC-255B-AP 5.25" disk w/backup. $59.00
MEC-255L-AP Lab pack of 5. .... $129.00
MEC-255B-AP3 3.5" disk w/backup. $59.00
MEC-255L-AP3 Lab pack of 5. .... $129.00



Press S for same
or D for different
high score: 000
your score: 007

COMPARISON KITCHEN

Grades: PreK - 3

As children enjoy the lively music and clever graphics of this program. They'll strengthen their visual perception of sizes and amounts and their visual discrimination of objects by color, shape, and size. Activities are carefully sequenced to instruct rather than confuse or frustrate children in their first encounter with computer learning. Requires 48K.

DLM-NA420-AP 5.25" disk only. **$34.95**
DLM-NA420L-AP Lab pack of 5. .... **$83.00**

PAPPY LAND

Ages: 3 - 8

Children love to draw with "Pappy Drew-It" over and over again. *Pappy Land* is the most innovative children's program on the market. It's funny, entertaining, and is designed to encourage your children to make productive use of their idle time. Many of the characters drawn will come to life and bring stories of their own.

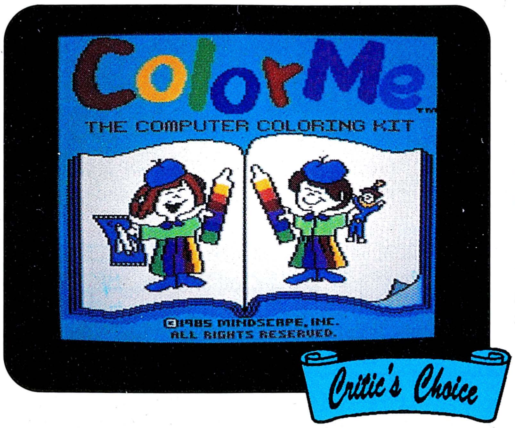
V58-BC401-VHS 30 minutes. **$19.95**

STICKERS

Grades: PreK - 7

Stickers encourages creativity while improving problem-solving skills. There are 100 sticker pictures in ten different fun categories. Children learn to distinguish and use many shapes, combining them to create a sticker picture. They select a sticker, color it, rotate it, position it and drop it into a matching shape in an imaginative sticker picture. Requires 64K.

SPR-7500-AP 5.25" disk only. **$34.95**



COLOR ME: THE COMPUTER COLORING KIT

Grades: K - 5

Start with an award-winning program that lets children exercise their imagination through drawing, coloring and composing pictures. Add a picture disk full of pre-drawn pictures that children can "cut and paste" into their own drawings. Then add text capability, colored printer paper and primary-lined printer paper so students can create their own stories and coloring books. Requires 128K.

MNS-118661-AP 5.25" disk only. **$44.95**
MNS-118661L-AP Lab pack of 5. .... **$89.90**

BLAZING PADDLES

Grades: 1 & up

This program draws, paints and prints your illustrations using any standard input device. Paint with a variety of brush strokes, airbrush, and insert ovals, lines, rectangles, text and shapes to create pictures at the touch of a mouse, joystick, tablet or light pen. Color mixing allows you to create over 200 textured hues, the zoom feature allows pixel editing while viewing the results at full scale. The "oops" button gets rid of your mistakes.

Blazing Paddles comes complete with a variety of pre-drawn shapes and text fonts. Requires 48K.

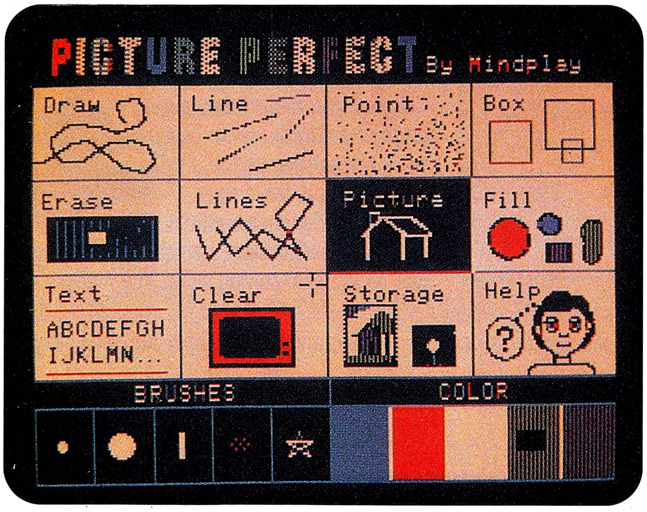
BAU-02-AP 5.25" only. .... **$44.95** **BAU-02L-AP** Lab pack of 6. .... **$104.85**

> *"...more than a useful addition to a graphics software library - it replaces a drawerful of graphics programs with one disk that does it all..."*

PICTURE PERFECT

Grades: PreK - 4

This program lets students draw in high-resolution color graphics. Its easy-to-use picture menu offers a full array of options including lines, points, brushes and colors, plus a picture library with 84 graphics that can be moved, stretched, flopped, expanded or contracted and placed anywhere on the screen. Drawings can be saved and printed. Joystick or Mouse, printer, and color monitor required. Includes teacher's and user's guides. Requires 128K.



MDP-10040-AP 5.25" disk. **$49.95**
MDP-10040L-AP Lab pack of 6. .... **$129.00**
MDP-10040-AP3 3.5" disk. **$49.95**
MDP-10040L-AP3 Lab pack of 6. .... **$129.00**

MASK PARADE

Grades: Preschool - 6

This exceptional program allows children to use the computer to design their own masks, hats, jewelry, badges, and more! And then print them out and wear them. Combine any of the many fun elements provided by the computer, or create their own designs. Once the design is printed, it can be colored, cut out and worn for hours of creative fun. Requires 64K.

SPR-09-AP 5.25" disk only. **$49.95**

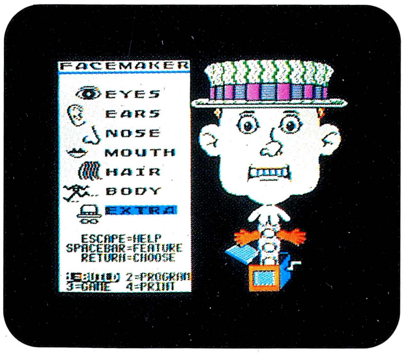
MAKE A FRIEND

Ages: 4 - 10

Children will see Engineer Ed in *Imagination Station* where he and the Videocraft Kids learn to make their very own puppet pals, with the variety of puppet-making materials contained in their kits. Then, in Fun Junction, Engineer Ed introduces the kids to his friend, Peg the Puppeteer, who teaches the kids how to put on a puppet show for their families and friends.

The kit contains a 30 minute videotape with original score, socks, paper bags, paper plates, wooden spoons, clothespins, paper cups, felt, construction paper, craft sticks, chenille stems, sequins, googly eyes, glue, yarn, ribbon, pom poms, and more ... enough to make 15 - 20 puppets!

V68-P1001-VHS 30 minutes. **$39.99**
V68-KIT Refill kit for 15 - 20 puppets. **$19.95**



GOLDEN EDITION FACEMAKER

Grades: PreK - 2

Facemaker is the perfect educational program for children to become comfortable with the computer. For years, *Facemaker* has introduced children to computers by teaching them how to perform simple computer tasks.

And now, this timeless software classic, with hundreds of thousands of units sold in over 15 countries, is available in a *Golden Edition*, offering more features, rich graphics, and delightful sound and animation. With facemaker, children become friends with the computer. In the first activity, children create funny faces while learning computer fundamentals such as the keyboard, return key, space bar, menus, cursers, and graphics.

In the second activity, children are introduced to the concept of programming by giving a series of instructions to the computer; they animate the face, making the eyes wink, ears wiggle, or the face smile.

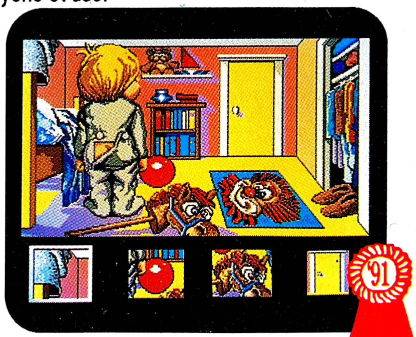
The third activity helps improve the child's memory and concentration. The program animates the face with a particular sequence of winks, frowns, and smiles; the child follows by pressing by pressing keys to repeat the sequence.

Requires 64K.

SS-1080-AP 5.25" disk. **$39.95**

NO WORDS SOFTWARE!

The *McGee* series is set up for the youngest of learners. Just point and click! Simple enough for anyone ot use.

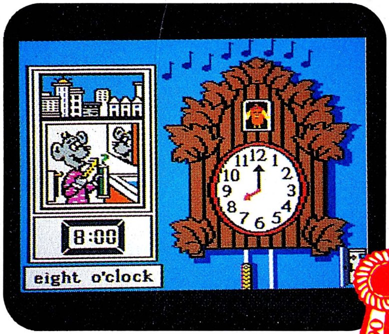


MCGEE!

Grades: PreK - 1

Preschoolers can run this program by themselves because there are no words in the program. Along with knowledge of the computer and a sense of control over the machine, comes confidence, a sense of discovery and learning for the sheer fun of it! Equally recommended for children from ages 2-4, McGee is both educational and fun. A completely interactive program featuring truly remarkable graphics, youngsters can independently choose from a wide variety of entertaining activities like playing on the swing, making a phone call or giving a treat to the dog. They simply click the mouse and make their own selections.

Apple IIGS Requires 512K amd a mouse.
DA-213110-GS 3.5" disk. **$39.95**
Macintosh Requires 512K, 1MB for color.
DA-213110-MAC 3.5" disk. **$24.95**



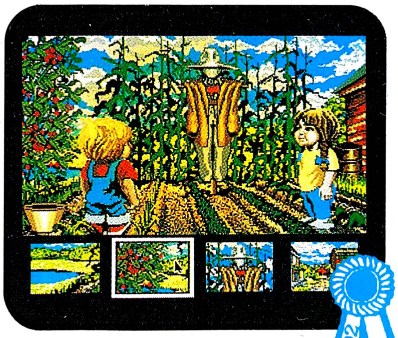
THE PLAYROOM

Grades: PreK - 2

The Playroom is a delightful way for young children to learn in a child-sized world filled with games, toys, surprises, and learning experiences. Exploring *The Playroom*, children automatically start to learn about numbers, letters, and time.

The main character is a mouse named "Pepper", who accompanies children from one activity to another. Other interactive playmates and activities include a songbird, the One-Eyed Look-A-Lot, a talking bulletin board, a radio, and a goldfish that does flip-flops.

Apple Requires 128K.
BRO-4465-AP 5.25" disk. **$49.95**
BRO-4465L-AP Lab pack of 5. .... **$119.95**
BRO-4465-AP3 3.5" disk. **$49.95**
BRO-4465L-AP3 Lab pack of 5. .... **$119.95**
Macintosh Requires 1024K.
BRO-4465-MAC 3.5" disk. **$59.95**
BRO-4465L-MAC Lab pack of 5. .... **$119.95**



KATIE'S FARM

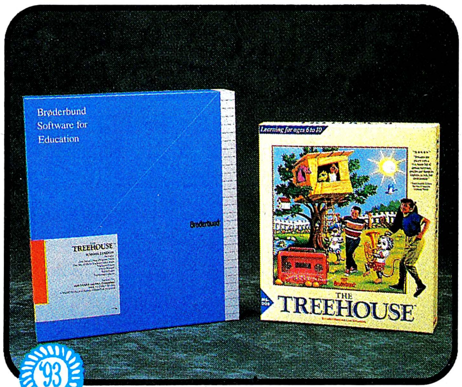
Grades: PreK - 1

There's always something exciting to do on *Katie's Farm*. Especially when cousin McGee comes to visit. Together, they explore the pond, the chicken coop, the barn, and the garden.

Help Katie gather eggs, then watch Aunt Thelma milk the cow. Catch a fish, see the scarecrow dance,and watch a lazy turtle come to life. McGee can even ride the horse, with a little help from Uncle Neil. (There's always a grownup nearby to help when supervision is needed.)

On *Katie's Farm*, the horse neighs, and the children discover how to control a computer as they learn about life on a farm.

Apple IIGS Requires 1MB and a mouse.
DA-203110-GS 3.5" disk. **$39.95**
Macintosh Requires 1MB and a mouse.
DA-203110-MAC 3.5" disk. **$24.95**



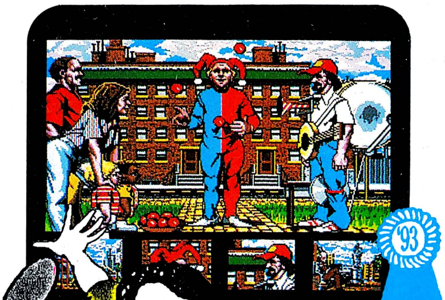
THE TREEHOUSE

Grades: K - 4

The Treehouse is designed around the theme of a treehouse, a hideaway filled with games and activities that help children understand music, science, math, language, and more.

The Treehouse was developed for "graduates" of *The Playroom*, but can be used by children unfamiliar with the latter program. Requires 128K.

BRO-44119-AP 5.25" disk. **$59.95**
BRO-44119L-AP Lab pack of 5. .... **$119.95**
BRO-44119-AP3 3.5" disk. **$59.95**
BRO-44119L-AP3 Lab pack of 5. .... **$119.95**

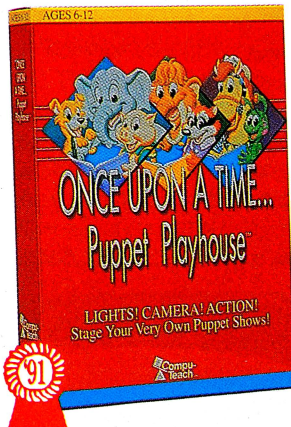


MCGEE AT THE FUN FAIR

Grades: PreK - 1

In this program, McGee and his pal Tony take Mom and Dad to the park for the summer Fun Fair where they climb on the monkey bars, get ice cream, watch a clown twist balloons into animals, and more. Includes animation and digitized sound, and encourages exploration and language development.

Apple IIGS Requires 1MB and a mouse.
DA-223110-GS 3.5" disk. **$39.95**
Macintosh Requires 1MB and a mouse.
DA-223110-MAC 3.5" disk. **$24.95**

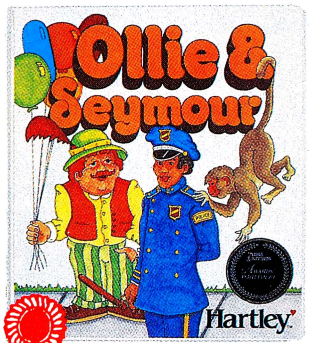


ONCE UPON A TIME . . . PUPPET PLAYHOUSE

Grades: 1 - 6

Now children can experience the fun and excitement of creating and staging their very own puppet shows! During every stage of play production, children expand their imagination and develop skills in creativity, develop and create their own story, design and color their puppets, and improve hand/eye coordination through animation. Features 270 printed characters and objects, 18 different printed large background scenes, simple instructions for finger, stick, bag and felt puppets, as well as stage construction, and puppet sticks and glue in each package.

Apple Requires 128K.
CPT-444-AP 5.25" disk. **$49.95**
CPT-444L-AP Lab pack of 5. .... **$129.95**
CPT-444-AP3 3.5" disk. **$49.95**
CPT-444L-AP3 Lab pack of 5. .... **$129.95**
Macintosh Requires 1MB.
CPT-444-MAC 3.5" disk. **$49.95**
CPT-444L-MAC Lab pack of 5. .... **$129.95**



OLLIE AND SEYMOUR

Ages: 2 - 4

Children will enjoy exploring and learning in this simulated community park and neighborhood. They practice directionality, thinking skills and traffic safety as they help Ollie (the balloon man) find Seymour (the monkey). Other activites provide experiences and practice with skills such as caution with strangers and stray animals, shape and color recognition, visual memory and number concepts. The manual is a ring binder packed with useful ideas and reproducible materials that expand the skills for both readers and non-readers. Requires 64K.

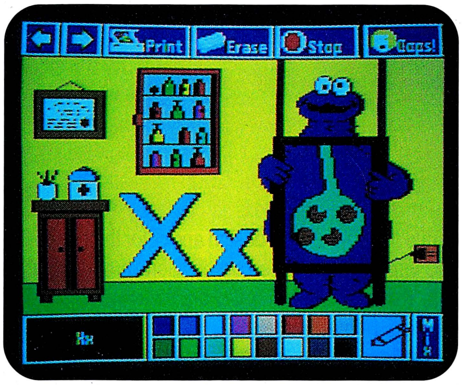
H-3325B-AP 5.25" disk w/backup. $59.95
H-3325L-AP Lab pack of 6. .... $149.95

ELECTRIC CRAYON

Grades: Preschool - 3

Electric Crayon is a computer coloring book with 26 to 30 pictures that you can color again and again. It's simple to use! Children point and click or press keys to fill areas in a picture. Works with single color and multi-color printers. Requires 128K.

ABCs - Color your way through the alphabet.
PW-101-AP 5.25" disk only. $14.95
Fun On The Farm - color pigs orange and goats green.
PW-102-AP 5.25" disk only. $14.95
This Land Is Your Land - put the purple in the majestic mountains.
PW-103-AP 5.25" disk only. $14.95



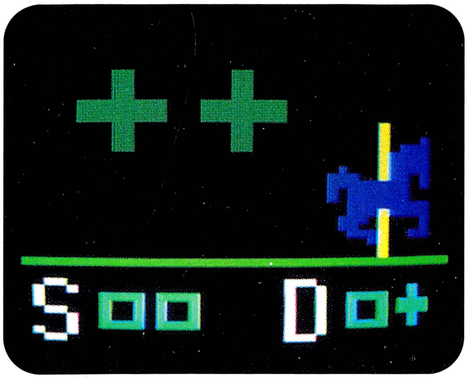
SESAME STREET CRAYON

Grades: Preschool- 3

Big Bird, Cookie Monster, Grover, Bert and Ernie will introduce children to ABC's, numbers and opposites. Requires 128K.

Letters For You
PW-201-AP 5.25" disk only. $14.95
Numbers Count,
PW-202-AP 5.25" disk only. $14.95
Opposites Attract
PW-203-AP 5.25" disk only. $14.95

CHILDREN'S CARROUSEL



Grades: PreK - 2

Nine games for children to enjoy with bold color and sound. The games are: Alphabet Song, Shooting Stars, Same or Different, Shape Matching, Color Match, Letter Invaders, Counting Challenge, Alphabet Alert, and Typewriter (which gives a small-fry the chance to see his or her name or words of their choice in large on-screen letters). Requires 48K.

> *". . . another gem of a program that helps kids up to about 6 years old learn their numbers, the alphabet, and other pre-reading and pre-arithmetic skills while having a good time."*
> *- Infoworld*

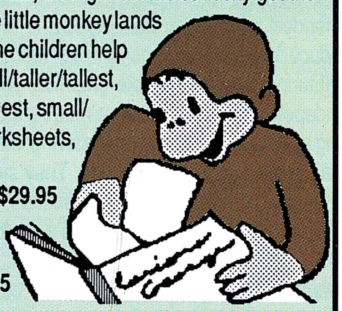
KM-0029-AP 5.25" disk. $39.95
KM-0029L-AP Lab pack of 10. .... $119.95
KM-0029-AP3 3.5" disk. $39.95
KM-0029L-AP3 Lab pack of 10. .... $119.95

CURIOUS GEORGE IN OUTER SPACE

Grades: PreK - 2

While visiting a space museum with the man in the yellow hat, George lets his curiosity get the best of him, and he's off on a spaceship adventure! When the little monkey lands on a planet inhabited by friendly creatures of various sizes, the children help him return home by practicing comparison concepts: tall/taller/tallest, short/shorter/shortest, long/longer/longest, big/bigger/biggest, small/smaller/smallest. Contains disk, user's guide, four reproducible worksheets, and a 17" x 22" poster. Requires 64K.

DLM-16730-AP 5.25" disk. $29.95
DLM-16730L-AP Lab pack of 5. .... $82.95
DLM-16730-AP3 3.5" disk. $29.95
DLM-16730L-AP3 Lab pack of 5. .... $82.95

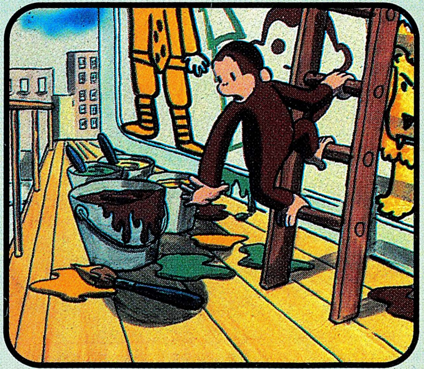


CURIOUS GEORGE VISITS THE LIBRARY

Grades: PreK - 2

Curious George gets lost while visiting the library with the man in the yellow hat. Not only does George learn what fun libraries can be, but as he searches for his friend, the monkey helps youngsters learn position words and concepts: in/out, up/down, on/off, over/under, in back of/next to, and on top of/in front of. Contains disk(s), user's guide, four reproducible worksheets, and a 17"x 22" poster. Requires 64K.

DLM-16731-AP 5.25" disk. $29.95
DLM-16731L-AP Lab pack of 5. .... $82.95
DLM-16731-AP3 3.5" disk. $29.95
DLM-16731L-AP3 Lab pack of 5. .... $82.95



CURIOUS GEORGE GOES SHOPPING

Grades: PreK - 2

Up to his old tricks, Curious George snatches a shopping list from the man in the yellow hat and takes off on an adventure in the mall. In this fun-filled program, George helps children practice the classification of objects. They must classify store merchandise into the categories of food, pets, clothing, and more. Contains disk, user's guide, four reproducible worksheets, and a 17"x 22" poster. Requires 64K.

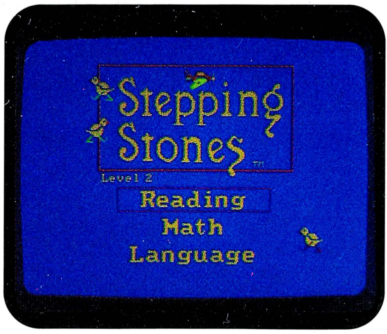
DLM-16732-AP 5.25" disk. $29.95
DLM-16732L-AP Lab pack of 5. .... $82.95
DLM-16732-AP3 3.5" disk. $29.95
DLM-16732L-AP3 Lab pack of 5. .... $82.95

CURIOUS GEORGE VIDEOS

VOLUME 1: At the Ballet/Plays/Basketball/Goes to an Art Show/Walks the Pets/Goes Sledding
V38-H0132-VHS 26 minutes. $19.95

VOLUME 2: Goes to a TV Station/Goes to the Circus/Goes to a Flower Show/Goes to the Library/Visits a Railroad Station/Goes to the Tailor Shop
V38-H0133-VHS 27 minutes. $19.95

VOLUME 3: Goes to a Restaurant/Goes Fishing/Goes to the Zoo/Goes Skiing/And the Costume Party/Goes to a Bowling Alley.
V38-H0134-VHS 25 minutes. $19.95



STEPPING STONES

Grades: PreK - 3

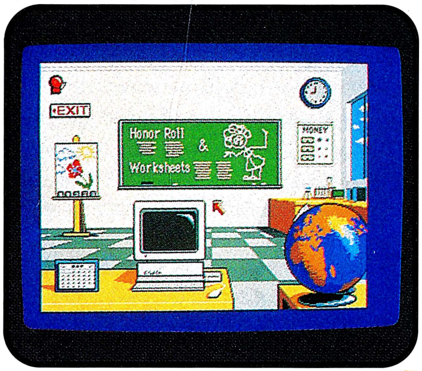
Both of these programs offer an entertaining introduction to the fundamentals of learning, geared to the beginner (Level 1) and to primary grade children (Level 2). Level 1 includes 3 programs for the alphabet, counting, spelling, and vocabulary to help the children become familiar with basic concepts. The 3 programs in Level 2 take the child from early reading games to addition problems, combining fun with solid educational experiences.

Apple Requires 64K.

CPT-111-AP 5.25" disk. **$49.95**
CPT-111L-AP Lab pack of 10. .... **$129.95**
CPT-111-AP3 3.5" disk. **$49.95**
CPT-111L-AP3 Lab pack of 10. .... **$129.95**

Macintosh (Talking version) Requires 1MB.

CPT-111-MAC 3.5" disk. **$49.95**
CPT-111L-MAC Lab pack of 10. .... **$129.95**



TALKING CLASSROOM

Grades: K - 4

Click your mouse on an egg, it cracks open, and a beautiful baby chick chirps its entrance into the world. Children set a clock and it speaks the time to them. A money poster in the classroom describes the coins and bills. A talking computer gives kids the sound of each of the letters on its keyboard.

These are just a few of the wonderful activities and essential skills included in this remarkable program. This fun classroom is complete with clock, bell, globe, science corner, blackboard, computer, calendar, money poster, and art supplies. Both teachers and children may take advantage of the built-in printing option allowing them to print award certificates or drawings they create within the program.

Apple IIGS Requires 1MB.

OC-3260-GS 3.5" disk. **$59.00**

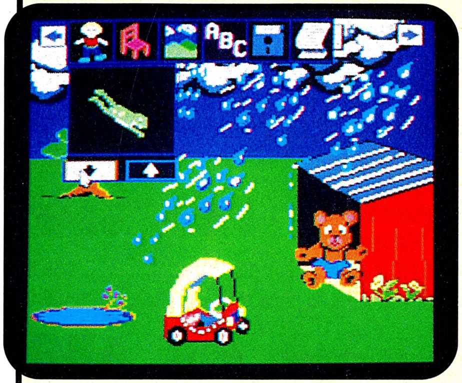
Macintosh Requires 1MB.

OC-3260-MAC 3.5" disk. **$69.00**

TEDDY AND FRIENDS SERIES

Delight your children with these fascinating programs! Teddy's experiences and wonder-filled adventures are depicted in colorful graphics and easy-to-read stories. This series follows guidelines set by the National Association for the Education of the Young Child. The *Teddy Series* encourages exploration and discovery, builds language concepts, teaches problem-solving and thinking skills, builds self-esteem and expands imagination.

Teddy's software promotes education and encourages creative play. It allows young children to write their own stories, make colorful storybooks and create their own personalized coloring books!

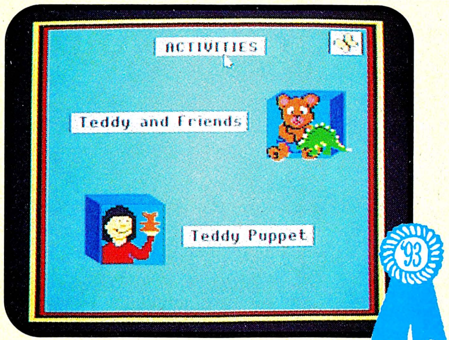


TEDDY TAKES A RAINWALK

Grades: K - 1

Children's fascination with weather creates a natural base to expand into other concepts in science. Children delight in exploring sensory language and the five senses-sight, sound, smell, taste and touch-while taking a walk in the rain with Teddy. Requires 128K.

H-1011B-AP 5.25" disk only, w/backup. **$49.95**



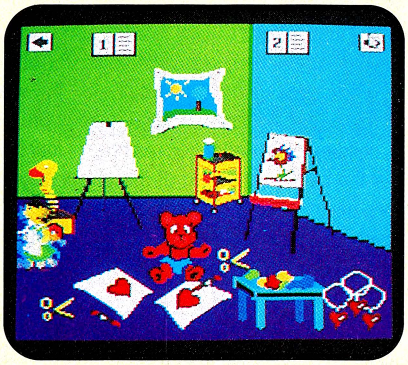
TEDDY FINDS A HOME

Grades: K - 1

NEW '91 RELEASE

Children are delighted as they explore, look at safe environments and see familiar surroundings in new ways. Children will realize that everyone feels a little afraid in new surroundings. Requires 128K.

H-1013B-AP 5.25" disk only, w/backup. **$49.95**



TEDDY FINDS A FAMILY

Grades: K - 1

Children learn the importance of family. They learn how to get along with siblings and the good feeling that comes with belonging. They realize that sharing and compromising are part of being a loving family. Requires 128K.

H-1012B-AP 5.25" disk only, w/backup. **$49.95**

FISHER PRICE SERIES

Grades: PreK - 3

Firehouse Rescue - With this program, children race through a multiscreen maze to rescue "Little People", and even an animated cat! Seven skill levels teach coordination, decision making, and recall of details. Requires 128K.

FP-689-AP 5.25" disk only. **$19.95**

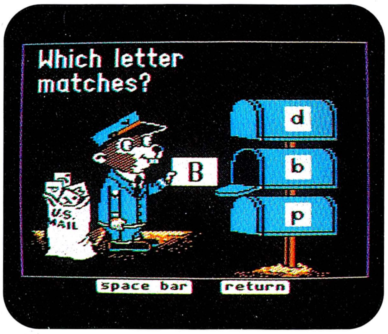
Little People Bowling Alley - Strengthen your children's math skills by teaching them to position their Little People bowler and roll the ball down the alley to knock down the six pins. Requires 128K.

FP-789-AP 5.25" disk only. **$19.95**

My Grand Piano - This program allows children to learn more than 30 well-known songs. They can also create and playback music. Requires 128K.

FP-889-AP 5.25" disk only. **$19.95**

KINDER CRITTERS



Grades: K

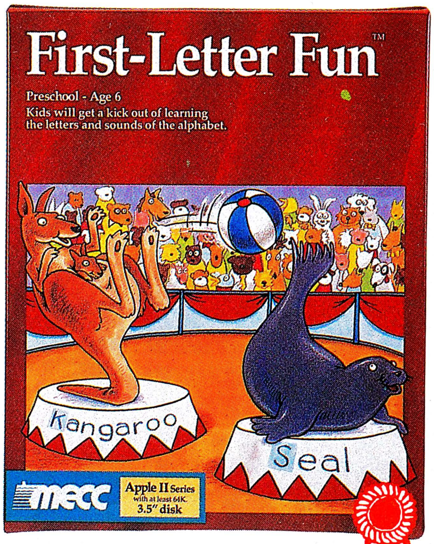
Several friendly critters are ready to present fun learning opportunities to your kindergarten children.

On Disk A, Harvey, the mailman, would like some help matching letters to the correct mailbox. The teacher can specify various combinations of matching upper and/or lower-case letters. Another activity allows children to help the students in Mr. Fox's class match letter patterns or short words.

NEW '91 RELEASE

On Disk B, children are given practice in recognizing or writing their telephone numbers and addresses. All activities contain options which allow the teacher to control difficulty levels. Requires 128K.

MCG-020-AP 5.25" disk only. **$29.95**

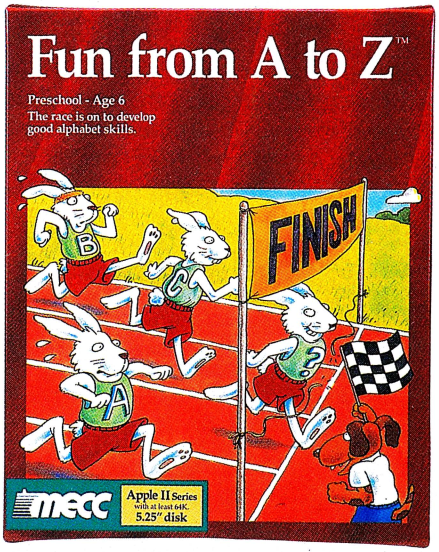

First-Letter Fun™
Preschool - Age 6
Kids will get a kick out of learning the letters and sounds of the alphabet.
Kangaroo
Seal
mecc
Apple II Series with at least 64K. 3.5" disk

FIRST-LETTER FUN

Grades: Preschool - K

A winner of the Parent's Choice Award, this package provides a delightful slant to the standard storytelling routine. Four exciting programs come to life with colorful animation. When a picture appears on the screen, children pick a letter from a group of four that matches the beginning sound of the object shown. Teachers have the option of using either upper- or lower-case letters. Requires 64K.

MEC-154 -AP 5.25" disk	**$59.00**
MEC-154L-AP Lab pack of 5.	**$129.00**
MEC-154 -AP3 3.5" disk	**$59.00**
MEC-154L-AP3 Lab pack of 5.	**$129.00**

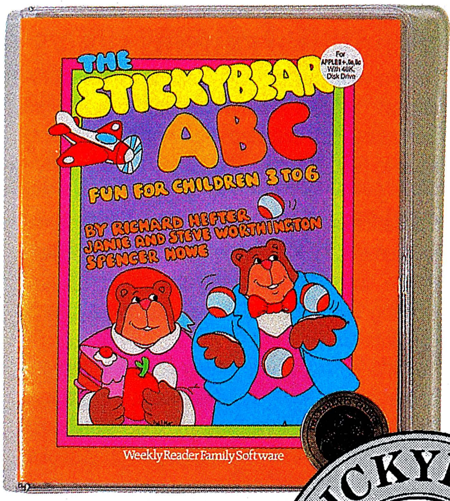

Fun from A to Z™
Preschool - Age 6
The race is on to develop good alphabet skills.
FINISH
B
C
A
mecc
Apple II Series with at least 64K. 5.25" disk

FUN FROM A TO Z

Grades: Preschool - K

There are games and puzzles "from A to Z" in this entertaining package. Young children help songbirds find their way home and complete connect-the-dot puzzles, distinguish letters, match upper and lower-case forms, and recall alphabetic sequence.
Requires 64K.

MEC-164 -AP 5.25 " disk	**$59.00**
MEC-164L-AP Lab pack of 5.	**$129.00**
MEC-164 -AP3 3.5"	**$59.00**
MEC-164L-AP3 Lab pack of 5.	**$129.00**


For APPLE II+, IIe, IIc With 48K Disk Drive
THE STICKYBEAR ABC
FUN FOR CHILDREN 3 TO 6
BY RICHARD HEFTER
JANIE AND STEVE WORTHINGTON
SPENCER HOWE
Weekly Reader Family Software

STICKYBEAR ABC

Grades: Preschool - 1

Beautifully animated pictures help children learn their ABC's. Sound and two full-color pictures represent each letter in the alphabet. Requires 48K.

XR-8510-AP 5.25" disk only.	**$39.95**
XR-8510L-AP Lab pack of 6.	**$109.95**

STICKYBEAR® SOFTWARE

THE NEW TALKING STICKYBEAR ALPHABET

Grades: Preschool - 1

Critic's Choice

Spectacular graphics and animation - and a talking Stickybear - captivate children in this great new IIGS program. Awarded the "Best Early Education Program" by the Software Publishers Association, *Alphabet* features three learning activities, rich sound effects, upper and lower case letters and plenty of kid appeal.

> *"The high interaction, exploratory format, and wonderful graphics make this a great program for young children."*
> - Electronic Learning

Apple IIGS Requires 512K.

XR-9626-GS 3.5" disk.	**$49.95**
XR-9626L-GS Lab pack of 6.	**$119.95**

ABC ABC ABC ABC
ABC ABC ABC ABC

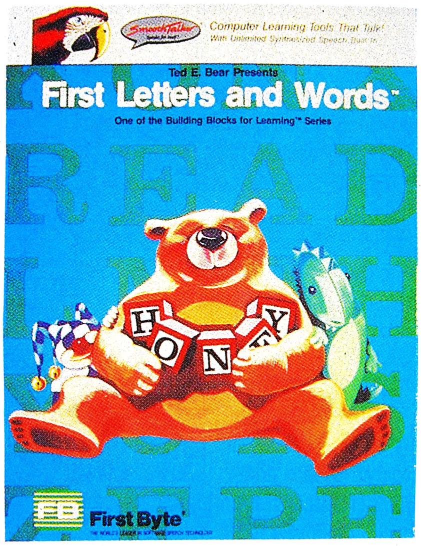
LETTER RECOGNITION

Grades: PreK - 1

This is a wonderful "first" program for a child who is just beginning to learn the location of letters and numbers on the keyboard. It uses large, easy-to-read letters and numbers on an uncluttered screen. First, an upper-case letter is shown. The child must find that letter on the keyboard. The next lesson requires the child to match the lower-case letter to the upper-case letter on the keyboard. More difficult lessons require matching digits and simple number words to digits.

If the child has any difficulty finding the right letter or number, a 3-D keyboard is shown on the screen as a prompt. The correct letter or number blinks until the child presses the right key. Requires 48K.

H-0802B-AP 5.25" disk w/backup.	**$39.95**	**H-0802B-AP3** 3.5" disk w/backup.	**$39.95**
H-0802L-AP Lab pack of 5.	**$82.95**	**H-0802L-AP3** Lab pack of 5.	**$82.95**


SmoothTalker
Computer Learning Tools That Talk! With Unlimited Synthesized Speech Built In
Ted E. Bear Presents
First Letters and Words™
One of the Building Blocks for Learning™ Series
READ
HONEY
FB First Byte
THE WORLD'S LEADER IN SOFTWARE SPEECH TECHNOLOGY

TALKING FIRST LETTERS AND WORDS

Grades: PreK - 3

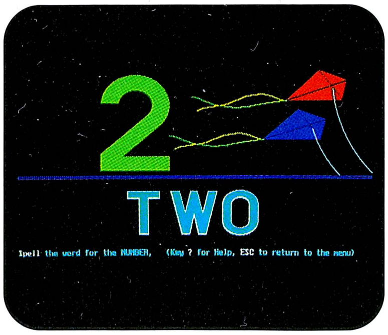
Meed Ted E. Bear, who talks to the child and teaches letter and word recognition. With his verbal help, children recognize and use both upper and lower case letters and begin reading whole words. Ted E.'s amazing speech capabilities help students independently solve problems by hearing, seeing and reading words and simple sentences.

Apple IIGS Requires 512K.

FB-108-GS 3.5" disk.	**$49.95**

Macintosh Requires 512K.

FB-108-MAC 3.5" disk.	**$49.95**



Spell the word for the NUMBER, (Key ? for Help, ESC to return to the menu)

MY LETTERS, NUMBERS AND WORDS

Grades: PreK

Sit your child in front of your personal computer and let them delight in learning through computer animation. Clowns, sailboats and stam shovels come to life to teach them letters, numbers and elementary words. This program makes learning numbers and letters as much fun as watching cartoons.

Starting with basic number and letter recognition, word concepts and spelling are introduced as the action intensifies. Keyboard skills develop along with the fun. Kid proof programming keeps screens on line, waiting for correct answers. Parent menu options offer selectable levels of difficulty. Watch youngsters delight at the sights and sounds of this interactive computer learning program. Requires 48K.

ST-6001-AP 5.25" only. **$39.95**

ST-6001L-AP Lab pack of 5. .... **$119.95**

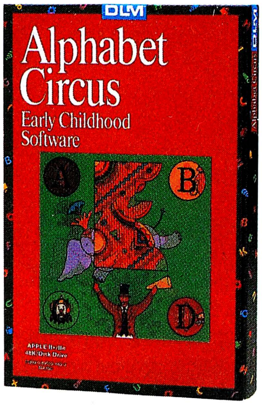
KID STUFF

Grades: PreK

This program contains 4 different learning activities. 1) Object-word recognition, 2) Numbers, 3) How many? and 4) ABC's and words with pictures. The easy to use pictorial menu provides child-size letters and large colorful objects to help children make a selection. A special feature allows children to work at their own pace, providing a fun way to learn without frustration. The graphics and sound effects provide instant feedback and incentive for a correct answer.

ST-7878-AP 5.25" & 3.5" disks. **$39.95**

ST-7878L-AP Lab pack of 5. .... **$119.95**



ALPHABET CIRCUS

Grades: PreK - 2

All the color and excitement of the big top are here. Along with play-and-learn activities that enhance letter recognition, alphabetical order, and text creation. The six games for one and two players are:

- *Alphabet Circus*
- *Alphabet Parade*
- *Juggler*
- *Meet the Circus*
- *Secret Letter*
- *Marquee Maker*

Requres 48K.

DLM-NA100-AP 5.25" disk only. **$34.95**

DLM-NA100L-AP Lab pack of 5. .... **$89.95**

LEARNING TO WRITE WITH ED EMBERLEY

Critic's Choice

Grades: K - 1

Each letter: A-Z (upper case) and A-Z (lower case) is slowly and correctly drawn on the screen. The child is directed to press the appropriate letter and, each time the letter is pressed, part of the letter is formed on the screen. Once the letter is completely drawn, the child presses the letter again to animate the action on the screen. In the example of the A, an alligator appears on the screen. When the A is pressed, the alligator opens its mouth revealing a ticking alarm clock. Each time the child presses the A key an action either starts or stops. Requires 64K.

RP-8032-AP 5.25" disk only. **$79.00**

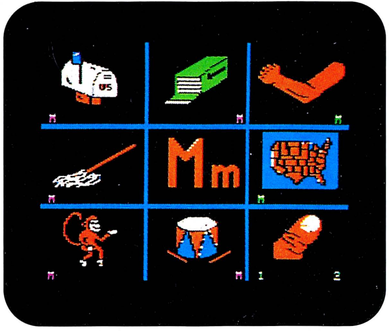
ALPHABET ACADEMY

Grades: K - 1

Ollie the Alphabug talks students through alphabet sequencing and letter identification as preparation for the key task of learning to form letters. Each letter springs vibrantly to life as Ollie directs students through exciting adventures that are as stimulating as they are educationally sound. The prescription disk provides great flexibility in tailoring both the instructional program and its presentation to meet students' needs. Requires *Echo II* or *Ufonic* speech synthesizer. *Echo II* (page 17) requires 128K; *Ufonic* requires 64K.

H-4406B-AP 5.25" disk w/backup. **$49.95**

H-4406L-AP Lab pack of 5. .... **$99.95**



ALPHABET SOUNDS

Grades: K - 2

Alphabet Sounds is a delightful readiness program in which children look at colorful computer pictures of familiar objects and indicate their ability to hear certain letter sounds in the objects' names. The teacher can select the letter or letters children work with. Each response the pupil makes is immediately reinforced. Right answers get a smiling face; wrong ones, a polite frown, plus a look at the right answer. Computer sound effects (optional at teacher's discretion) enhance pupils' enjoyment of the program. Requires 48K.

Consonants

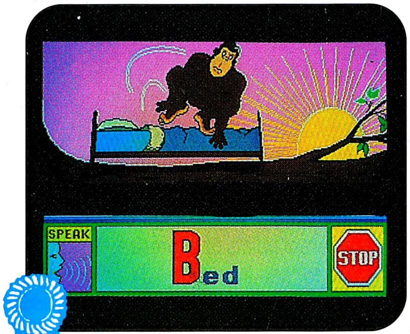
DC-320-AP 5.25" disk only. **$49.95**

Vowels

DC-321-AP 5.25" disk only. **$49.95**

Complete Package

DC-322-AP 5.25" disks only. **$84.95**



TALKING ALPHA CHIMP

Grades: PreK - 1

Brilliant graphics and real human voice captivate children as they explore the alphabet and numbers. Harry the chimp takes kids through the three sections of this special program designed for ages three to six.

I. Harry's Alphabet Board - Allows children to move the mouse around a giant letter board and click the mouse to hear the sound of each letter and view a picture of an animal or object beginning with that letter.

II. Harry's Number Tree - Gives kids a chance to see and hear the numbers and count objects on and around the number tree.

III. Harry's Alphabet Story - Asks children to identify the letters on their keyboard after hearing and seeing them used as the first letter in words that make up an illustrated story. Complete with sound effects and exquisite animations.

1992

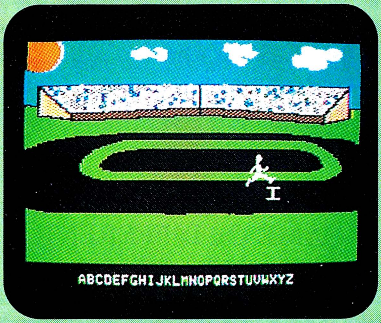
Apple IIGS Requires 512K.

OC-1043B-GS 3.5" disk. **$59.00**

OC-1043L-GS Lab pack of 6. ...... **$147.50**

OLYMPIC LEARNATHON

Grades: K - 12

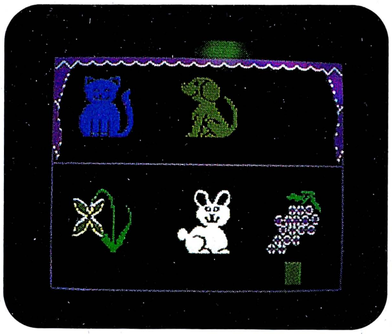


This program exercises number and letter recognition skills for preschool youngsters or remedial students. Three captivating games in hi-res graphics with optional sound bring alive the competitive olympic spirit while providing important alphabet and number learning practice. The hurdles, javelin throwing and archery games also increase keyboard familiarity. An easy-to-use editor allows you to add your own words. Requires 48K.

KM-1081-AP 5.25" disk. **$39.95**

KM-1081L-AP Lab pack of 10. .... **$119.85**

Observation/Discrimination



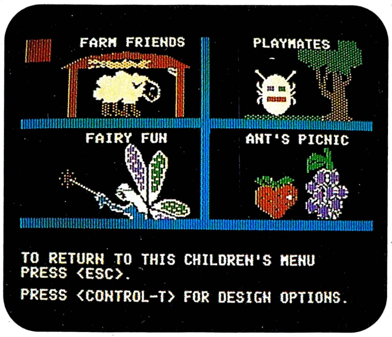
OBSERVATION & CLASSIFICATION

Critic's Choice

Ages: 3 - 5

Rainbow Hop, *Fish Wish*, *The Same Game* and *Joey Jumps* help children sharpen their observation skills and select categories based on use and function. Observation of patterns, parts and position encourage children to make inclusion and exclusion decisions. *Joey Jumps* even introduces simple on-screen recordkeeping. Requires 48K.

H-3304B-AP 5.25" disk w/backup.	$49.95
H-3304L-AP Lab pack of 5.	$119.95
H-3304B-AP3 3.5" disk w/backup.	$49.95
H-3304L-AP3 Lab pack of 5.	$119.95



TO RETURN TO THIS CHILDREN'S MENU
PRESS <ESC>.
PRESS <CONTROL-T> FOR DESIGN OPTIONS.

SIZE AND LOGIC

Critic's Choice

Ages: 3 - 5

Beautiful animated graphics help the child improve his or her ability to discriminate among objects according to size. More advanced activities lead to the completion of logical sequences and the construction of patterns with familiar objects. Requires 48K.

H-330 B-AP 5.25" disk w/backup.	$49.95
H-330 L-AP Lab pack of 5.	$119.95
H-330 B-AP3 3.5" disk w/backup.	$49.95
H-330 L-AP3 Lab pack of 5.	$119.95

SAME OR DIFFERENT

Grades: Preschool - 3

Challenge: It's a color, position, and pattern match! Sometimes you must pick the like object, other times you must pick the unlike object. Fun elephants, rabbits, baseball caps and more to choose from.

Skill areas: Develops visual discrimination, matching, observation, and deductive reasoning. Requires 48K.

MR-7139-AP 5.25" disk only.	$19.95

SHUTTERBUG'S PATTERNS

Grades: Preschool - 3

Challenge: Ten pictures in Shutterbug's photo album will form a pretty pattern. But Shutterbug has found only eight of them! Can your students discover which pictures complete the pattern?

Skill areas: Develops visual discrimination, pattern recognition, and part-whole relationships.

Requires 48K.

MR-7135-AP 5.25" disk only.	$19.95

SHUTTERBUG'S PICTURES

Grades: Preschool - 3

Challenge: Ace photographer Shutterbug wants your students to compare two almost identical "snapshots". The second picture, however, is missing an object. They must discover what's missing quickly ... there are only seconds to make a "snap-decision".

Skill areas: Develops specific recall and visual memory, visual discrimination, and part-whole relationships. Requires 48K.

MR-7127-AP 5.25" disk only.	$19.95

FUN WITH DIRECTIONS

Grades: PreK - 3

Three activities in this program help develop the concepts of directionality, left toright progression, and sequencing. Students decide whether objects or letters are aligned, whether they are all above or below the line, and whether three-part sequences are in the correct order. Difficulty level can be changed or modified to fit individual student's abilities. Requires 48K.

LW-228-AP 5.25" disk only.	$59.95
LW-228L-AP Lab pack of 5.	$129.95

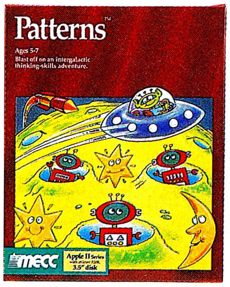
TALKING ANIMALS ACTIVITY SET

Grades: PreK - 4

Childrens favorite animals come alive in this brand-new, state-of-the-art program. Youngsters not only see the super high resolution graphics of the animals, but can make them speak, change their colors, and create their own animals. Even young children can work easily with this program's four parts.

Apple GS Requires 512K.

OC-3130-GS 3.5" disk.	$69.00
OC-3130L-GS Lab pack of 6.	$169.00



PATTERNS

Grades: K - 1

Cosmic space is the setting for this stimulating package of four programs designed to plant the seed for good math and science reasoning. Young children experience patterns both visually and aurally, and discover how to recognize and extend linear patterns. They also learn how to apply these skills to create their own patterns while being entertained by intergalactic creatures.Requires 128K.

MEC-227 -AP 5.25" disk	$59.00
MEC-227L-AP Lab pack of 10.	$129.00
MEC-227 -AP3 3.5" disk	$59.00
MEC-227L-AP3 Lab pack of 10.	$129.00

10
9
8
7
6
5
4
3
2
1
Floor
Height
Ball
Drop
Data
↓↑: Move
Return: Choose
Esc: S

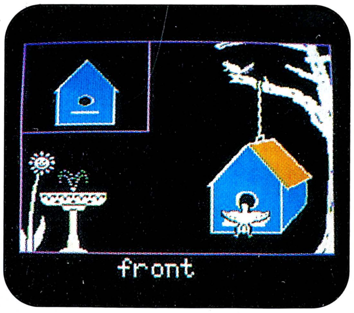
WOOLLY BOUNCE

NEW '92 RELEASE

Grades: K - 5

Woolly Bounce's two major sections actively involve students in a series of investigations to discover the predictable events that they see happening when they bounce a ball. Its purpose is to provide an opportunity for students to explore how balls with different physical characteristics bounce when dropped. The students test the influence of each of three variables (type of ball, type of floor, and distance dropped). Students use the information they collect to construct and test models and to predict the results. The goal of these programs is to create an environment where students can control their own learning process, gain an understanding of concepts involved, and increase their problem-solving skills. Easy-to-use menus; record-keeping that records experimental settings and results; one-step printing from screens that contain data and results; teacher control of variable presentation. Requires 128K.

MEC-283 -AP 5.25" disk	$59.00
MEC-283L-AP Lab pack of 5.	$129.00
MEC-283 -AP3 3.5" disk	$59.00
MEC-283L-AP3 Lab pack of 5.	$129.00

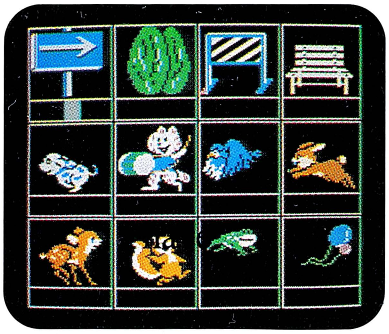


BIRD'S EYE VIEW

Grades: K - 3

This program provides a series of creative activities to help the student understand the relationship between the position in space and the "view" from that position. Whimsical graphics are used to show a 3-dimensional object from different points of reference. The student moves the bird to "see from the bird's point of view." Words describing the position or the view are optional. The teacher can change the difficulty of the lessons. Advanced exercises provide a different environment to insure generalization of concepts and introduce more difficult ideas such as "between", "far" and "near". Requires 64K.

H-0208B-AP 5.25" disk w/backup.	$49.95
H-0208L-AP Lab pack of 5.	$119.95



BIKE HIKE

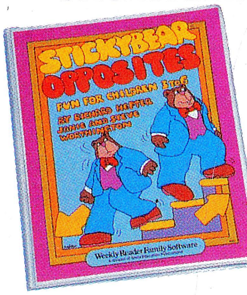
Grades: Preschool - 3

Challenge: Pedaling along on this bike path is like taking a ride down Memory Lane. Why? Because you must recall all the animals and objects you observed on your bike ride.

Skill areas: Develops specific recall and visual memory, number recognition and counting, and visual discrimination.

MR-7154-AP 5.25" disk, 48K. **$19.95**

STICKYBEAR OPPOSITES

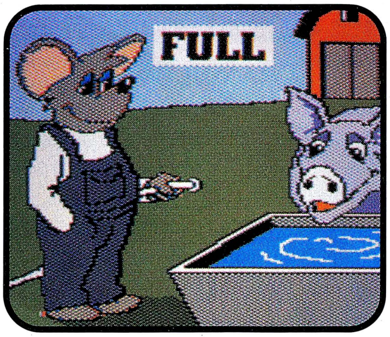


Critic's Choice

Grades: PreK

Big, colorful animated pictures - featuring Stickybear - teach beginning learners about opposites and build reasoning skills. Concepts like up/down, full/empty, front/behind become crystal clear as Stickybear does his stuff in eye-popping animation.

XR-8566-AP 5.25" disk, 48K. **$39.95**
XR-8566L-AP Lab pack of 6. .... **$109.95**
XR-8566-AP3 3.5 disk, 48K. **$39.95**
XR-8566L-AP3 Lab pack of 6. .... **$109.95**

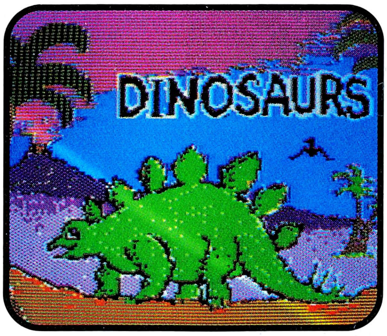


CITY AND COUNTRY OPPOSITES

Grades: PreK - 2

This lively program uses lots of action to illustrate opposites. Press one arrow key and see a chicken lay a few eggs; press the other arrow key and the chicken lays MANY eggs. Soon, students are learning not only the opposites, but the relationships between the words and pictures, too! Features user-controlled sounds, high-resolution graphics and full-color animation; Contains a Teacher's Edition with reader activities.

RH-246672-AP 5.25" disk only, 64K. **$39.95**
RH-246672L-AP Lab pack of 10. .... **$119.95**

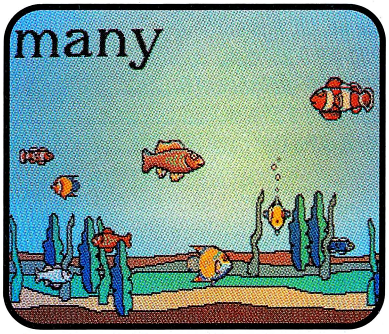


DINOSAURS

Grades: PreK - 2

Dinosaurs transports prehistoric animals into modern times in five fun games. Up to ten friendly beasts stomp, fly or swim across the screen at the child's command. They respond to simple key strokes that even preschoolers can master. Dinosaurs' two matching and sorting games introduce the youngest generation of computer users ever to computer literacy. When the child makes a right match, triceratops and brontosaurus romp across the screen in a jolly dinosaur parade. Because *Dinosaurs* uses positive reinforcement, no child ever loses.

AI-005-AP 5.25" disk only, 64K. **$39.95**
AI-005L-AP Lab pack of 5. .... **$119.85**



THE NEW TALKING STICKYBEAR OPPOSITES

Grades: PreK - 2

Created especially for the Apple IIGS, this program features superb high resolution graphics, enchanting animation, sound effects and Stickybear's clear, friendly voice. He welcomes children to the program and says "opposite" words as they appear on the screen. The program encourages an understanding of opposites, and builds word recognition and vocabulary skills.

Apple IIGS 512K

XR-8566-GS 3.5" disk. **$49.95**
XR-8566L-GS Lab of 6. .... **$119.95**

BODY AWARENESS

Critic's Choice

Grades: PreK & up

Three games use picture menus and single keys. Strengthen young students' ability to locate and match words with body parts, and match body parts with appropriate seasonal clothing. Self-directed play and captivating graphics hold the attention of all prereaders. You control the speed of play and the number of questions.

LW-224-AP 5.25" disk only, 64K. **$49.95**
LW-224L-AP Lab pack of 5. .... **$119.95**

ANIMAL PHOTO FUN

Grades: PreK - 3

Children acquire vital learning skills with this educationally sound early childhood software. The programs go beyond fun to provide actual learning experiences. Designed for children ages four to eight, they incorporate proven learning theories and state specific learning objectives.

Fascinating activities, dazzling graphics, and catchy music help youngsters learn about animals and their habitats. These six activities on this disk help children develop skills in discrimination, classification, visual perception, and memory.

DLM-16004-AP 5.25" disk only, 64K. **$32.95**
DLM-16004L-AP Lab pack of 5. .... **$83.00**

FISH SCALES

Grades: PreK - 3

High quality graphics, animation, and sound capture players' attention as they learn how things are measured for height, length, and distance, and how measurement is used to compare sizes and lengths.

The six activities match the age level of the intended learner with the content and difficulty levels of the program.

Children also receive immediate feedback that rewards correct responses as well as help and encouragement for incorrect answers.

DLM-16006-AP 5.25" disk only, 64K. **$32.95**
DLM-16006L-AP Lab pack of 5. .... **$83.00**

FUN WITH DIRECTIONS

Grades: PreK - 3

Students enjoy the three activities in this program that help develop the concepts of directionality, left to right progression, and sequencing. Students decide whether objects or letters are aligned, whether they are all above or below the line, and whether three-part sequences are in the correct order. Level of difficulty can be changed or modified to fit individual student's abilities.

LW-228-AP 5.25" disk only, 64K. **$49.95**
LW-228L-AP Lab pack of 5. .... **$119.95**

GREMLIN HUNT

Grades: 3 - 6

Challenge: Your Gremlin pals are playing hide-and-seek in a flower bed and your students are "it"! Students look closely to find twin Gremlins by doing some clever color and shape matching. Three levels of play.

Skill areas: Develops specific recall and visual memory. Also, develops thinking strategies by analysis of the whole and by pattern and color recognition.

MR-7134-AP 5.25" disk only, 64K. **$19.95**

NUMBER PLEASE

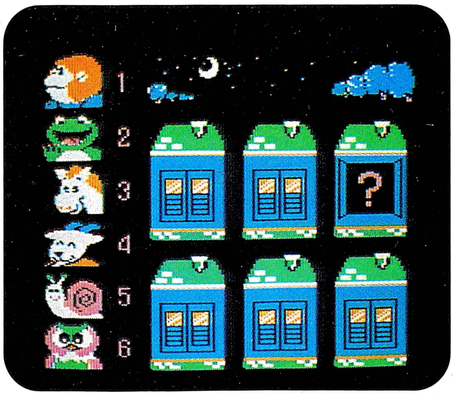
Grades: 4 - 8

Challenge: Can your students recall phone numbers to make important calls all over the country? There's a time deadline, so remember well and dial right to get the job done! Students must even remember area codes on advanced play levels.

Skill areas: Develops specific recall, and sequential and visual memory.

MR-7131-AP 5.25" disk only, 64K. **$19.95**

Early Problem Solving



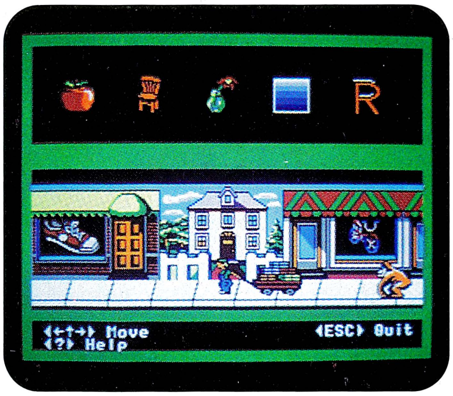
ANIMAL HOTEL

Grades: Preschool - 3

Challenge: You're the hotel manager. Take one quick look at the room locations of your animal guests. Then, you'll be asked room-by-room which guest is staying where.

Skill Areas: Develops specific recall and visual memory, visual discrimination, and analysis of the whole.

MR-7153-AP 5.25" disk only, 48K.	**$19.95**



EASY STREET - READINESS SKILLS

Critic's Choice

Grades: PreK - 2

Playful adventure is the key to building reading, math, and problem-solving skills. Young players scare away "Knuckles", the pesky gorilla, as they travel down *Easy Street* on a lifelike shopping adventure. To buy all the goodies on their shopping list, players find the stores, go inside to pick the items, and use the coin machine to pay. Optional talking feature requires IIe with *Echo Board* or IIc with *Echo Board IIc*. Apple IIGS and Macintosh use Speech capability.

Apple 64K

MDP-8030-AP 5.25" disk.	**$49.95**
MDP-8030L-AP Lab pack of 6.	**$129.00**
MDP-8030-AP3 3.5" disk.	**$49.95**
MDP-8030L-AP3 Lab pack of 6.	**$129.00**

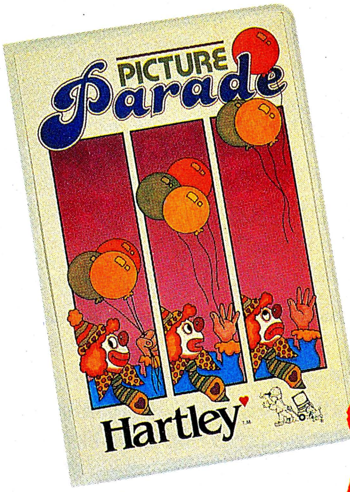
Apple IIGS 256K

MDP-8034-GS 3.5" disk.	**$49.95**
MDP-8034L-GS Lab pack of 6.	**$129.00**

Macintosh 1 - 2 MB

MDP-8032-MAC 3.5" disk.	**$49.95**
MDP-8032L-MAC Lab pack of 6.	**$129.00**

See page 17 for
Echo II Speech Synthesizer



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PICTURE PARADE

Grades K - 2

Help your young students conceptualize the time order of events! This colorful program lets students manipulate on-screen pictures to form logical sequences. Forty-eight sets of 2-, 3-, 4- and 6- part stories are pictured here. Students number each picture, see the pictures instantly rearranged according to their direction, check their own work and get feed back! Record keeping is included.

Apple IIe, IIc, IIgs 48K

H-3330-AP 5.25" disk.	**$49.95**
H-3330L-AP Lab pack of 5.	**$89.95**
H-3330-AP3 3.5" disk.	**$49.95**
H-3330L-AP3 Lab pack of 5.	**$89.95**

RETURN OF THE DINOSAURS
A DATABASE ADVENTURE
SOLVE THE MYSTERY! SAVE YOUR HOME TOWN!
NEW FROM THE DATAVENTURE SERIES
AEC

1992

RETURN OF THE DINOSAURS

Grades: 4 & up

Return of the Dinosaurs is a remarkable database adventure (covering 70 different dinosaurs) that enhances intuitive thinking and problem-solving abilities, requires practical time and money management decisions and expands database access skills. By playing the 4 game levels, computer skills are acquired that prove invaluable in the future use of any database. This is a wonderful game for classes and families as well as single players.

AEC-0090-AP 5.25" disk only, 128K.	**$39.95**
AEC-0090L-AP Lab pack of 5.	**$99.95**

NEUROBICS

Grades: 3 - adult

Six fun and intriguing mental exercises to help develop problem-solving skills.

In ***Reservations***, assign guests to rooms. Watch out for the night clerk, he's assigning too. Maintaining a mental picture of the hotel will help too.

In ***Rain***, dodge the deluge! Memorize the sequence of drops and then take the ultimate challenge - play the game backwards!

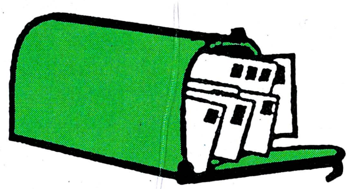
In ***Tak***, unscramble the numbers. Mental flexibility is needed to solve this classic brain-teaser.

In ***Deja-Vu***, see it here! See it there! Match the squares. Only concentration helps solve this challenge puzzle.

In ***Milk***, don't be fooled by the innocent name! It takes memory and mental calculations to pour this milk.

In ***Money Trail***, solve a counterfeiting crime. It takes mental agility and memory to put the crook behind bars.

DLM -16502B-AP 5.25" disk w/backup, 64K.	**$46.00**
DLM-16502L-AP Lab pack of 5.	**$115.00**
DLM -16502B-AP3 3.5" disk w/backup, 64K.	**$46.00**
DLM-16502L-AP3 Lab pack of 5.	**$115.00**



SPEEDY DELIVERY

Grades: 4 - 6

Challenge: Our postman needs help delivering packages. Can you help him make a delivery to every house by directing him through the maze of trees?

Skill areas: Develops problem-solving strategies by analyzing patterns, predicting outcomes, experimenting with solutions and scanning for pertinent details.

MR-7108-AP 5.25" disk only, 48K.	**$19.95**

SCRAMBLED EGGS

Grades: 4 - 6

Challenge: Discover which chick is in each egg by guessing four numbers. Receive clues on placement and number identity with each entry.

Skill areas: Develops problem-solving strategies by analyzing clues, making inferences, drawing logical conclusions, detecting patterns and experimenting with solutions.

MR-7101-AP 5.25" disk only, 48K.	**$19.95**

SLIDING BLOCK

Grades: 5 - 8

Challenge: This picture is all jumbled up! Put it together again by sliding blocks into the blank space.

Skill areas: Develops problem-solving strategies by visualizing the whole, planning a solution, experimenting with solutions and rearranging parts to make a whole.

MR-7120-AP 5.25" disk only, 48K.	**$19.95**

Early Skills Videos

Hap Palmer Videos

BABY SONGS

Ages: 1 - 4

"Music Kids Love" - Parents Choice Award

The songs are simple, yet melodic and entertaining. They touch on the interests and challenges of the little person growing in the big world. Includes: Piggy Toes - Shout and Whisper - Share - My Mommy Comes Back - Rub a Dub - Today I Took My Diaper Off - I Sleep 'Til Morning.

ARVS-904-VHS **$24.95**

MORE BABY SONGS

Ages: 1 - 5

Special singable songs that cover dramatic and creative play, self-image, vocabulary development, and body awareness and movement. Includes: Walking - The Hammer Song - Sittin' In a High Chair - Daddy Be a Horsie - My Baby - Tickly Toddle - Crazy Monster - Family Harmony.

ARVS-905-VHS **$24.95**

LEARNING BASIC SKILLS THROUGH MUSIC

Ages: 2 - 7

Special effects and animation make this video exciting. As a special treat, Hap himself materializes playing and singing one of the numbers! Includes: Marching Around the Alphabet, All the Colors of the Rainbow, A Pocket Full of B's.

ARVS-005-VHS **$24.95**

TURN ON THE MUSIC

Ages: 4 - 8

Includes: Turn on the Music - Backwards Land - Chomping Gum - Francie Had a Football - Hurry up Blues - If I Had Wings - When Things Don't Go Your Way - Amanda Schlupp - When Daddy Was A Little Boy - You Can Do It - Teddy Bear Ball.

ARVS-906-VHS **$24.95**

PRESCHOOL POWER!

Ages: 1 - 7

Critic's Choice

Preschool Power! features nine bright preschoolers, ages 2 - 6, who show viewing youngsters over 20 confidence-building skills like buttoning, buckling, zipping, washing hands, making snacks, and putting on their own jackets. Kids love watching this activity video over and over because it's also packed with fun songs, dancing and jokes.

V66-01-VHS 30 minutes. **$24.95**

MORE PRESCHOOL POWER

Ages: 1 - 7

In this delightful sequel to *Preschool Power!*, more fun-to-watch preschool-age "teachers" show young viewers important new skills like shoe-tieing, toothbrushing, even how to make a fruit salad! *More Preschool Power!* is also packed with bubbly new songs, dancing and jokes. Play activities like shadow puppets, tongue-twisters and "silly walks" add even more fun.

V66-02-VHS 30 minutes. **$24.95**

EARLY CHILDHOOD

GET READY FOR SCHOOL WITH MRS. PHIPPS AND SNOOTHY

Ages: 3- 7

This video will help prepare children for starting school. Color recognition, basic shapes, birthday, address, telephone number, counting, number recognition to twenty, and letter recognition are the basic skills taught in five 12-minute learning segments interspersed with songs, fingergames and the antics of the children and "Snoothy". Children will pay attention and have fun getting ready for school!

V12-208-VHS 60 minutes. **$29.95**

"Snoothy"

LEARNING LETTERS, NUMBERS AND COLOR

Ages: 3 - 6

In this video, children learn the numbers from one to ten by singing the Number Song. They learn the letters of the alphabet by singing the Alphabet Song and the colors of the rainbow by singing the Rainbow Song .

V04-805-VHS 30 minutes. **$11.95**

WRITING THE ALPHABET

Ages: 3 - 6

Children love this video because they are taught to write the capital letters of the alphabet from A to Z, and they get to pick out the letter they are learning in different words. Soon they will be writing the alphabet all by themselves.

V04-802-VHS 30 minutes. **$11.95**

LETTERS, SOUNDS, AND WORDS

Ages: 4 - 8

Lilting songs help children identify letters of the alphabet, understand initial and final consonant sounds, vowels, and recognize their placement in everyday words.

V04-9001-VHS 30 minutes. **$19.95**

SEE PAGE 2 FOR BARNEY VIDEOS

BEGINNING READING

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LEARN TO READ WITH MRS. PHIPPS & SNOOTHY

By watching these tapes, children learn to read with Barbara Phipps a Certified Reading Specialist and teacher with 20 years experience teaching pre-school and elementary school.

LEARN TO READ VOLUME 1

In this video, Barbara Phipps teaches yhe basic skills of reading: letter recognition, correct writing, the short vowel sound for each letter and how to slide sounds together reading words. The video is divided into 5 segments with songs, finger games and antics.

V12-209-VHS 75 minutes. **$29.95**

LEARN TO READ VOLUME 2

Children receive reinforcement working with soundable words, repeated vocabulary, and word groups/families, while being entertained by *Snoothy*, the loveable furry Snoothyguzzlesmort. Mrs. Phipps sounds out each word as it appears, reads the sentence and then allows time for the child to read.

V12-210-VHS 65 minutes. **$29.95**

LEARN TO READ VOLUME 3

This video consists of stories acted out by children. During the stories, Mrs. Phipps sounds out each word as it appears on the screen, reads the sentence and then allows time for your child to read. Children will receive reinforcement working with: long vowel words, blends, high frequency sight words, repeated vocabulary, word groups and word families.

V12-211-VHS 55 minutes. **$29.95**

LEARN TO READ VOLUME 4

Mrs. Phipps sounds out each word as it appears, reads the sentence and then allows time for the children to read. Children receive reinforcement with long vowel words, blends, sight words, vocabulary, past/present tense, opposites, and word groups/families.

V12-212-VHS 45 minutes. **$29.95**

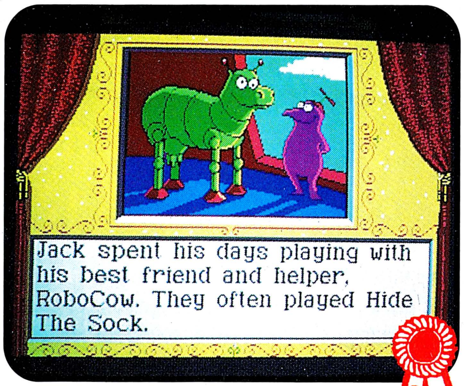
LEARN TO READ VOLUME 5

This video consists of stories acted out by children. Mrs. Phipps sounds out each word as it appears, reads the sentence and then allows time for your child to read. Children work with sight words, number words, word groups and word families.

V12-213-VHS 45 minutes. **$29.95**

READING MAGIC LIBRARY

Reading aloud with young children is an essential step in their early education, and now the Lapware programs in the *Reading Magic Library* bring a new dimension to the tradition of shared story-telling.



Jack spent his days playing with his best friend and helper, RoboCow. They often played Hide The Sock.

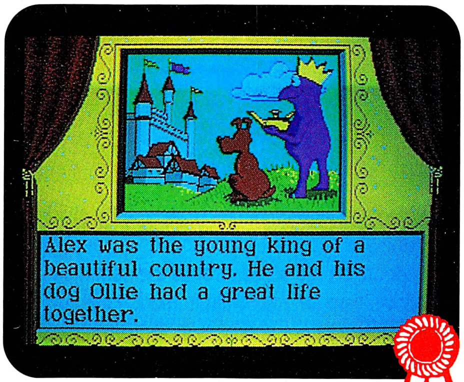
JACK AND THE BEANSTALK

Grades: PresK - 2

Jack and his mother are so poor that they must sell their family pet, Robocow. Sadly, Jack says farewell to his pal, but instead of money he is given magic beans! In this whimsical retelling of the fairy tale classic, the choices are up to you. Enjoy great adventures as this enchanting tale unfolds.

Requires 64K.

TSP-051-AP 5.25" disk. **$44.95**
TSP-051-AP3 3.5" disk. **$44.95**



Alex was the young king of a beautiful country. He and his dog Ollie had a great life together.

FLODD, THE BAD GUY

Grades: Preschool - 2

A brave young king may have found a magic lamp, but can he save his kingdom from Flodd, the Bad Guy! This delightful fable is about an ill-tempered chap who's making life tough for our hero, King Alex, and his dog, Ollie. You and your students will help Alex wrestle with his sudden dilemma: how best to use the three wishes from his magic lamp to stop the meanest guy you ever met. Requires 64K.

TSP-052-AP 5.25" disk. **$44.95**
TSP-052-AP3 3.5" disk. **$44.95**

READING MAGIC LIBRARY PACK

Grades: Preschool - 2

Includes: *Jack and the Beanstalk* and *Flodd, The Bad Guy*. Requires 64K.

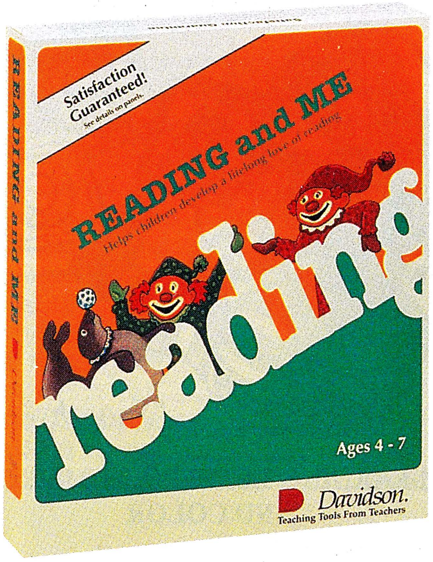
TS-RMP-AP 5.25" disk. **$85.00**
TS-RMP-AP3 3.5" disk. **$85.00**

NURSERY RHYMES

Grades: PreK - 2

This program strengthens reading skills in young children through the familiar medium of children's nursery rhymes. The program uses extensive high-resolution graphics to depict the nursery rhymes. The child is expected to type the name of the nursery rhyme pictured. The child need not type every letter in the name but guesses one letter at a time. If, for example, the name contains three T's, the child need only type T once. Once the child has named the nursery rhyme, the full nursery rhyme is printed. It contains approximately 20 different nursery rhymes. Requires 32K.

ML-055-AP 5.25" disk only. **$35.00**
ML-055L-AP Lab pack of 10. .... **$105.00**



READING AND ME

Grades: PreK - 2

Reading And Me prepares children for reading and builds early reading skills, offering twelve captivating learning games presented sequentially, so the program grows with children. Children learn the alphabet; concepts such as same and different; phonics; and finally words. Children apply what they've learned to read simple sentences. They associate a word in a sentence with a picture and play fill-in-the-blank. Requires 128K.

DA-500-AP 5.25" disk. **$49.95**
DA-500L-AP Lab pack of 5. .... **$129.95**
DA-500-AP3 3.5" disk. **$49.95**
DA-500L-AP3 Lab pack of 5. .... **$129.95**

LETTERS & WORDS

Grades: PreK - 3

Offer highly motivating, independent pre-reading skills practice with three activities in this entertaining program. Students acquire a strong foundation for reading by ordering alphabetically, matching upper and lower case letters, and grouping pictures with words. A teacher's guide with supplementary activities is included. Requires 48K.

MNS-85588-AP 5.25" disk only. **$49.95**

LETTERS AND FIRST WORDS

Critic's Choice

Grades: PreK - 2

Three programs provide a logical progression of activities to help children learn to identify letters, recognize their associated sounds and begin to spell simple words: *A-B-C, Letter Sounds*, and *Building Words*. Animated graphics displays, one for each letter, introduce and reinforce letter recognition skills in "A-B-C," the first program on the disk. Children are shown a letter, along with its associated picture, and asked to select a matching letter from among four choices. Colorful animations provide reinforcement for correct answers and strengthen the association of the picture with its letter. Requires 48K.

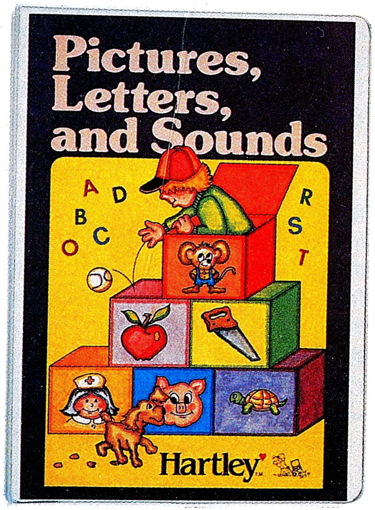
CC-3001-AP 5.25" disk. **$59.00**

TUK GOES TO TOWN

Grades: PreK - 3

Strengthen visual discrimination skills, practice spelling and build vocabulary with the six different activities in this educational game. Each one offers varying difficulty levels that match or challenge a child's skill. Children travel with Tuk through four ever-changing scenes and have fun choosing from among eight different vehicles for Tuk to ride on! Requires 64K.

MNS-85518-AP 5.25" disk. **$29.95**



PICTURES, LETTERS & SOUNDS

Grades: K - 1

This K-1 program challenges young children to match the right letters to key pictures (A for apple, Q for queen, etc.). The rewards for getting the right answer encourages the child to play again and again. Both free exploration and structured activities help the child learn the relationship between the letter and the key picture. Five exciting lessons help children learn basic skills that will be invaluable when formal reading instruction begins. Requires 64K.

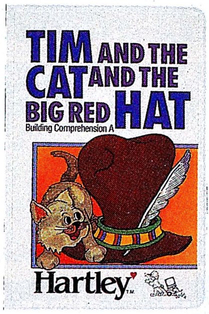
H-3320B-AP 5.25" disk w/backup. **$49.95**
H-3320L-AP Lab pack of 5. .... **$119.95**
H-3320B-AP3 3.5" disk w/backup. **$49.95**
H-3320L-AP3 Lab pack of 5. .... **$119.95**

TIM AND THE CAT AND.....

These colorful, animated reading comprehension programs are written for the beginning reader. The series follows the misadventures of the mischievous cat, Elmo, and this friend, Tim. The stories form a series as the vocabulary from the *The Big Red Hat* is the basis for *The Fish Dish*. The third program, *Jen the Hen*, builds on the first two.

These programs also have the option of talking if you have an Echo Speech Synthesizer (shown at the right). The students can read the story or have it read to them. Questions emphasize both literal and inferential comprehension. More difficult concepts are presented by asking students to select pictures which represent the main idea of the story.

... THE BIG RED HAT

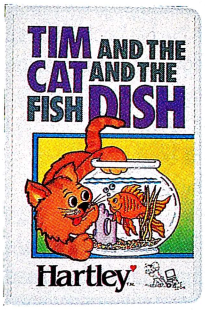


Grades: K - 1

Nine short stories about the adventures of Tim and his fat-cat friend stress consonant-vowels words, which are carefully introduced at a pace for beginning readers. Short "a" words found on the Dolch and Durr word lists are used. Requires 64K.

H-1002B-AP 5.25" disk w/backup.	**$49.95**
H-1002L-AP Lab pack of 5.	**$119.95**
H-1002B-AP3 3.5" disk w/backup.	**$49.95**
H-1002L-AP3 Lab pack of 5.	**$119.95**

... THE FISH DISH

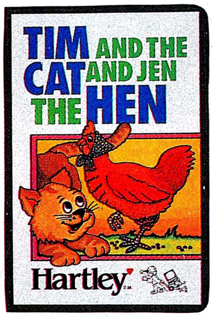


Grades: K - 1

Elmo is into more trouble! In this series of stories, the vocabulary from *The Big Red Hat* is reviewed and new short "i" words are introduced. The student can have the story read and reread or pick out specific words to have repeated. Requires 64K.

H-1003B-AP 5.25" disk w/backup.	**$59.95**
H-1003L-AP Lab pack of 5.	**$129.95**
H-1003B-AP3 3.5" disk w/backup.	**$59.95**
H-1003L-AP3 Lab pack of 5.	**$129.95**

... JEN THE HEN



Grades: K - 1

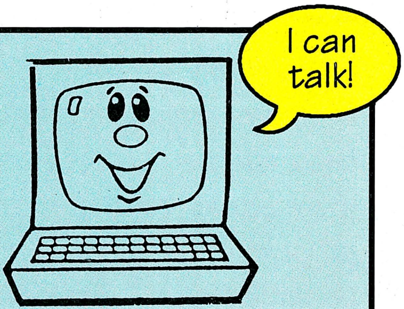
The lasts in the series, this delightful set of stories follows Elmo as he runs away from home and finds new adventures. The vocabulary builds on those words present in the first two programs and introduces new words which stress the short "e" sound. Requires 64K.

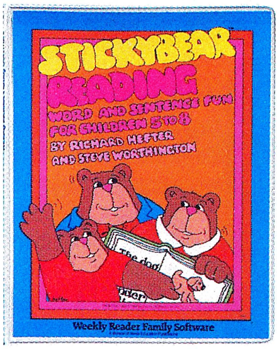
H-1004B-AP 5.25" disk w/backup.	**$59.95**
H-1004L-AP Lab pack of 5.	**$129.95**
H-1004B-AP3 3.5" disk w/backup.	**$59.95**
H-1004L-AP3 Lab pack of 5.	**$129.95**

ECHO II SPEECH SYNTHESIZER

This speech synthesizer is for the Apple Family and includes a speaker, headphone jack and volume control for natural sounding speech in two voice modes.

ECHO II for II, IIe, IIgs	
B-002.	**$129.95**
ECHO II for IIc & IIc+	
B-003.	**$129.95**




STICKYBEAR READING
WORD AND SENTENCE FUN FOR CHILDREN 5 to 8
BY RICHARD HEFTER AND STEVE WORTHINGTON
Weekly Reader Family Software

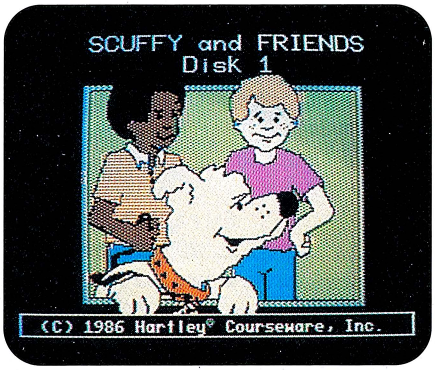
STICKYBEAR READING

Critic's Choice

Grades: K - 3

Build vocabulary and reading comprehension skills with hundreds of word/picture sets and thousands of put-together sentence parts in this amazing learning game! Users build skills in matching words and pictures correctly... and putting together thousands of their own sentences, while they learn all about subjects, verbs, and objects. Requires 64K.

XR-9625-AP 5.25" disk.	**$39.95**
XR-9625L-AP Lab pack of 6.	**$109.95**
XR-9625-AP3 3.5" disk.	**$39.95**
XR-9625L-AP3 Lab pack of 6.	**$109.95**



SCUFFY and FRIENDS
Disk 1

(C) 1986 Hartley Courseware, Inc.

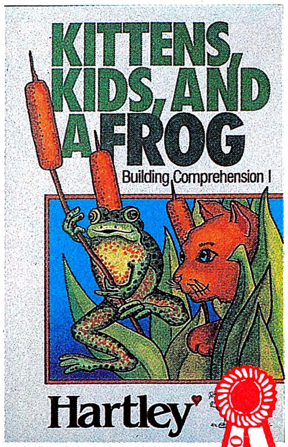
SCUFFY AND FRIENDS

Grades: 1

Scuffy and Friends is a two-disk program written for an early first grade level. Stories are short and controlled vocabulary is used. Consonant-vowel-consonant words are emphasized, although the stories also include many Dolch words. Requires 48K.

H-1010B-AP 5.25" disk w/backup.	**$49.95**
H-1010L-AP Lab pack of 5.	**$119.95**
H-1010B-AP3 3.5" disk w/backup.	**$49.95**
H-1010L-AP3 Lab pack of 5.	**$119.95**

KITTENS, KIDS, AND A FROG



Grades: 1 - 2

This popular two-disk program includes 78 stories that your students will ask to read over and over again. Each story is preceded by a full-color picture which can be accessed by the student. Questions emphasizing inferential and factual comprehension follow each story or are interspersed within the longer ones. Teachers are encouraged to modify the stories. The record keeping identifies specific problem areas for individual students. Requires 48K.

H-1020B-AP 5.25" disk w/backup.	**$49.95**
H-1020L-AP Lab pack of 5.	**$119.95**
H-1020B-AP3 3.5" disk w/backup, 48K.	**$49.95**
H-1020L-AP3 Lab pack of 5.	**$119.95**

THE GINGERBREAD BOY

Grades: K - 3

Designed by educators for the beginning reader, this program helps students learn word forms and meanings while using pictures based on the Classic Gingerbread Boy story. Children learn to words, relate pictures to a story and to use them in forming sentences. In addition to using the computer software, a "stand alone" audio tape allows students to listen to Ellen Nelson narrory and to read the word list. The program is divided into 3 parts; Reading A Story; Practice English; and Make A Sentence. The Gingerbread Boy has been tested by teachers, parents and beginning learners. All parts of the program offer the option of using a joystick or a keyboard. It can be correlated with many basals. Special Features:

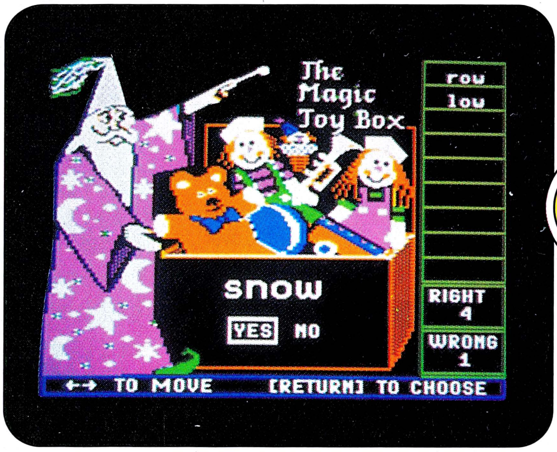
6 levels with 3 difficulty levels; Randomizing Activities; 96 possible sentence combinations; Simple, single keystrokes or joystick; Introduces a 55 word vocabulary.Requires 64k.

DDC-1001-AP 5.25" disk with backup.	**$49.95**
DDC-1001L-AP Lab pack of 5.	**$119.95**
DDC-1001-AP3 3.5" disk with backup.	**$49.95**
DDC-1001L-AP3 Lab pack of 5.	**$119.95**

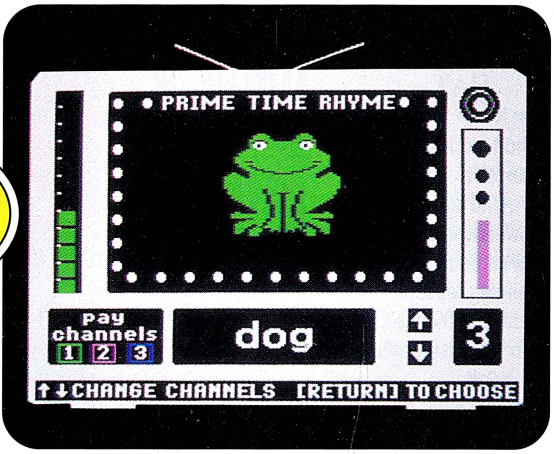
Grades: K - 2

Each program is a complete whole language/software kit including a big book, student coloring book, copyable student activities, and three software games related to the book. Also included is a large-font word processor (Image Writer compatible) with related whole language activities, teacher documentation, and a disk of corresponding, personalizable motivational materials.

NEW
'92 RELEASE


The Magic Toy Box
row
low
snow
YES NO
RIGHT 4
WRONG 1
←→ TO MOVE [RETURN] TO CHOOSE

$69.95 each


PRIME TIME RHYME
pay channels 1 2 3
dog
3
↑↓CHANGE CHANNELS [RETURN] TO CHOOSE

LOVE IS

Love is a warm, simple pattern and rhyme big book which young children relate to immediately. After introducing the story with the big book, each student colors and keeps his own copy of the small book (copyable masters included). Three instructional software games, Love Is A Game, Prime Time rhyme, and Magic Toybox reinforce and expand on vocabulary from the story.

MCC-001-AP 5.25" disk, 128K
MCC-001-AP3 3.5" disk, 128K

GOOD MORNING, GOOD NIGHT

Young readers enjoy extending the patterns found in the Good Morning, Good Night big book. Each student colors and keeps his own copy of the small book (copyable masters included). Three instructional software games, Good Morning/Good Night Game, Prime Time Rhyme, and The Candy Shop reinforce and expand on vocabulary from the story.

MCC-003-AP 5.25" disk, 128K
MCC-003-AP3 3.5" disk, 128K

I LOOK UP, I LOOK DOWN

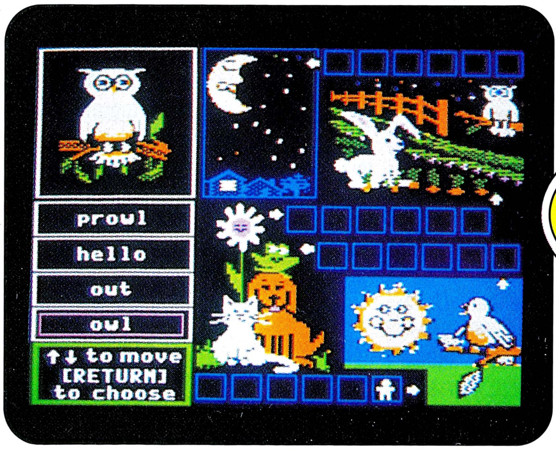
Kids love the cuddly bears featured in the I Look Up, I Look Down big book. After introducing the story with the big book, each student colors and keeps his own copy of the small book (copyable master included). Three instructional software games, Look Up/Look Down Game, Prime Time Rhyme, and Fireworks Factory reinforce and expand on vocabulary from the story.

MCC-002-AP 5.25" disk, 128K
MCC-002-AP3 3.5" disk, 128K

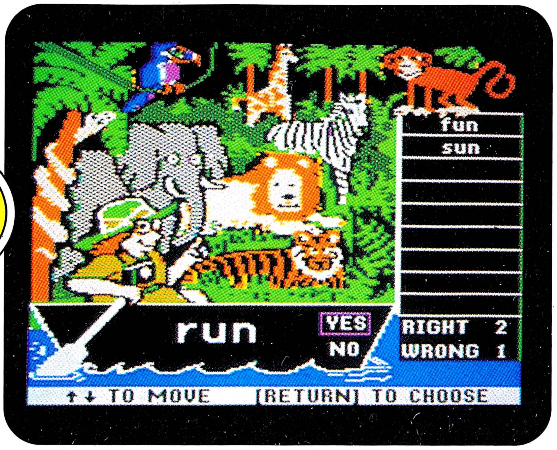
THE FOUR SEASONS

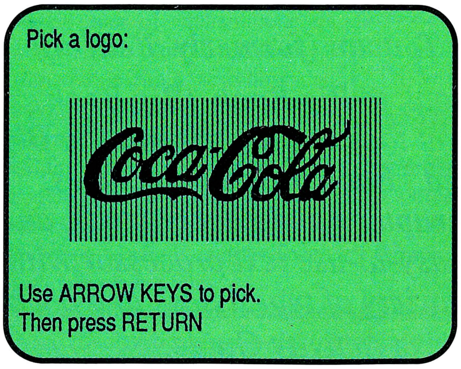
Students follow animal characters through each season in The Four Seasons big book. Then, each student colors and keeps his own copy of the small book (copyable masters included). Three instructional software games, The Four Seasons Game, Prime Time Rhyme, and Jungle Cruise reinforce and expand on vocabulary from the story.

MCC-004-AP 5.25" disk, 128K
MCC-004-AP3 3.5" disk, 128K

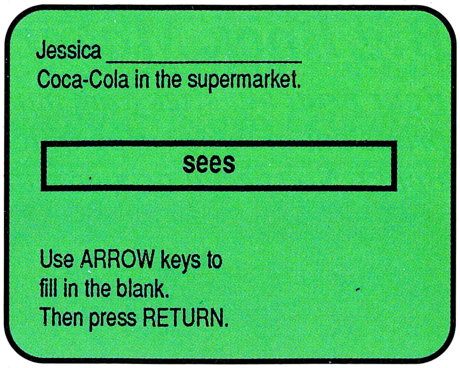

prowl
hello
out
owl
↑↓ to move
[RETURN]
to choose

$69.95 each


fun
sun
run
YES
NO
RIGHT 2
WRONG 1
↑↓ TO MOVE [RETURN] TO CHOOSE


Pick a logo:

Use ARROW KEYS to pick.
Then press RETURN


Jessica ______________
Coca-Cola in the supermarket.

sees

Use ARROW keys to
fill in the blank.
Then press RETURN.

READ-A-LOGO

Grades: PreK - 3, also appropriate for ESL, Adult Literacy
Even children two years old are able to read logos such as McDonald's, Burger King, Exxon and Peter Pan Peanut Butter. Early readers are developed, not born. From infancy on, youngsters become increasingly aware of their environment. Research strongly indicates that logos, those symbols or signs that advertise products and services, can be used as tools of communication to help discover the world of print. From recognizing logos to reading them in a story, *Read-A-Logo* is a sequential package designed to turn a logo-laden environment into an arena of print appreciation. This program also works well with adult literacy and English as a Second Language programs. Disk #1: "Things to Drink" and "Things to Eat"; Disk #2: Things to Eat"; Disk #3: "Places to Go"; Disk #4: "Things to Use".
Speech is an option with the addition of Echo II, see page 17. Requires 128K.

TS-020-AP 5.25" disk only. .... $149.95 **TS-020L-AP** Lab pack of 5. .... $533.95

THE LANGUAGE EXPERIENCE RECORDER PLUS

(Spoken Language Recorder)

Grades PreK-Adults
Fishing stories, summer sails, birthday wishes and monster tales... it's a fact, students learn through their writing.
More than a creative writing/word processing program, the *Language Experience Recorder Plus* is a versatile utility program designed to meet the goal of providing multiple services to teachers using the Whole Language Experience Approach to reading. With the *LER Plus*, teachers will provide students with the opportunity to write and read their own dictated experience or imaginary stories.

Language Experience Recorder Plus features:

- 20 columns, 40 column and 80 column format
- Passages which can be entered, displayed, stored and edited
- Passages which can be read aloud by the computer
- Passages and cumulative word lists (alphabetically listed)
- Word and sentence counts
- Readability estimates and sight word test
- Numerous stories saved to a data disk
- Analysis of any text file from your favorite word processor

Stories created with the *Language Experience Recorder Plus* may be used with the Basal Reading programs found on page 31. Speech is an option with the addition of Echo II, see page 17.

Apple Requires 128K.
TS-025-AP 5.25" disk only. $129.95
TS-025L-AP Lab pack of 5. .... $299.95

Macintosh Requires 1 MB.
TS-025-MAC 3.5" disk. $129.95
TS-025L-MAC Lab pack of 5. .... $299.95

Buy the complete series and save $50.00

LANGUAGE EXPERIENCE SERIES

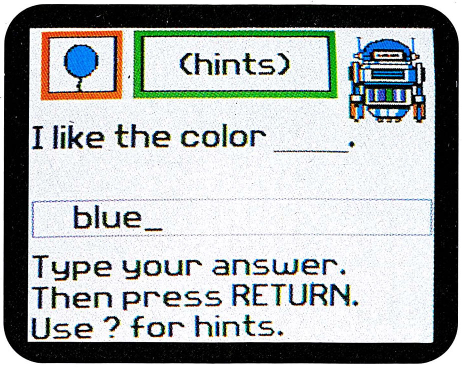
Grades: PreK - Adult
This integrated software series provides the stimulus which invites children's active involvement through writing, reading and listening to their very own experiences. Using the optional speech technology, the *Language Experience Series* enables even the youngest readers to realize the benefits of language experience. Requires 128K.

Contains these programs:

- *Read-A-Logo*
- *Sentence Starters*
- *Great Beginnings*
- *Make-A-Flash* (shown on page 26)
- *Language Experience Recorder Plus*

Suitable for the regular classroom, Chapter 1, Special Education, ESL and At-Risk programs.
TS-20001-AP 5.25" disk only. $499.95

Speech capability available by using the Echo II speech synthesizer, see page 17 for information.

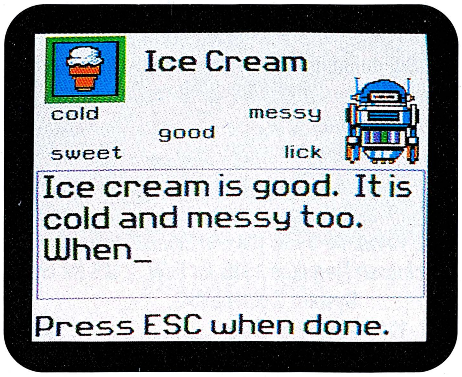


I like the color _____.
blue_
Type your answer.
Then press RETURN.
Use ? for hints.

SENTENCE STARTERS

Grades: PreK - 3
Sentence Starters is a structured writing package for those just beginning to write. Two hundred incomplete sentences are provided for children to complete on their own or with the help of the computer. Four different themes are used: *Animals and Nature*, *Seasons and Holidays*, *Things I Like and Do* and *People and Places*. Each theme has ten different categories for students to write about. Additionally, every single category has five sentence starters and accompanying graphics to stimulate students' writing. Once students write their five sentences they create a graphically-adorned booklet that the computer reads to them before they print it. *Sentence Starters* will talk with the *Echo II* (see page 17). Requires 128K.

TS-022-AP 5.25" disk only. $99.95
TS-022L-AP Lab pack of 5. .... $299.95



Ice cream is good. It is
cold and messy too.
When_
Press ESC when done.

GREAT BEGINNINGS

(Writing Prompts)

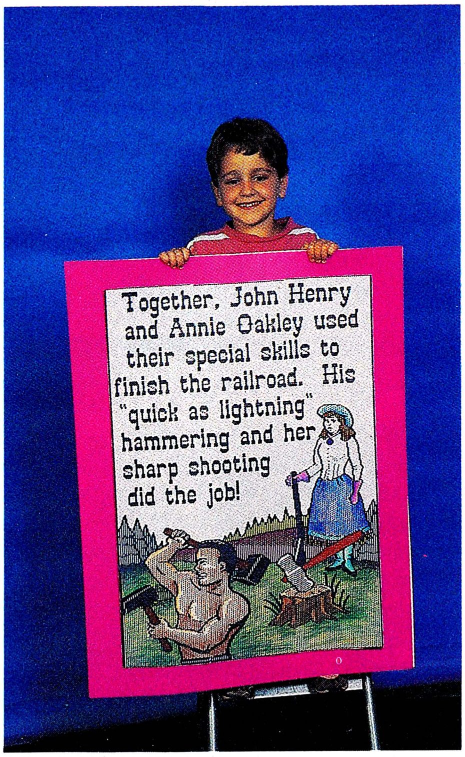
Grades: K - 3
Great Beginnings is a semi-structured writing program that stimulates children's writing with graphics and descriptive words. A sequel to *Sentence Starters*, *Great Beginnings* uses content-related words to prompt students' writing about a topic in the same four themes. Unlike most writing packages, *Great Beginnings* responds to young children's writing patterns. Rather than overwhelm them with blank screens, this package confines students' space for writing so that they feel a real sense of accomplishment with their writing efforts. Speech is an option with the addition of Echo II, see page 17. Requires 128K.

TS-021-AP 5.25" disk. $99.95
TS-021L-AP Lab pack of 5.. .... $299.95

Big Book Maker *by Toucan (formerly Pelican)*

Four print out sizes from mini-book to Big Book, (Big Book prints out in three strips which you tape together to make a Big Book) No special printer required. Each program includes: graphics and backgrounds, an easy-to-use text processor with a variety of typestyles, and a Creative Activity Guide.

For grades K - 6


Together, John Henry and Annie Oakley used their special skills to finish the railroad. His "quick as lightning" hammering and her sharp shooting did the job!

FEELING GOOD ABOUT YOURSELF!

NEW '92 RELEASE

Feeling Good About Yourself is a program designed to motivate self expression through writing and illustrating books. The program includes hundreds of graphics to encourage children to write about their feelings, health issues, nutrition, body image, and the environment. In addition to writing stories, students can create posters, bulletin board displays, newsletters and much more!

Apple Requires 128K.

PEL-1042-AP 5.25" disk. **$59.95**
PEL-1042L-AP Lab pack of 5. .... **$119.90**
PEL-1042-AP3 3.5" disk. **$59.95**
PEL-1042L-AP3 Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1042-MAC 3.5" disk. **$59.95**

THE THREE PRINCESSES

NEW '92 RELEASE

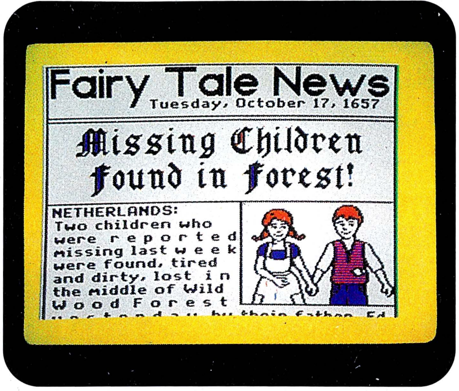
These well-loved fairy tale characters are together for the first time in this magical program! Children of all ages can recreate these well-known tales or mix and match the characters and write their own fairy tales. Perhaps Snow White, Sleeping Beauty and Cinderella were best friends. Your students will love creating and publishing mixed-up tales to share with the classroom.

Apple Requires 128K.

PEL-1192-AP 5.25" disk. **$59.95**
PEL-1192L-AP Lab pack of 5. .... **$119.90**
PEL-1192-AP3 3.5" disk. **$59.95**
PEL-1192L-AP Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1192-MAC 3.5" disk. **$59.95**


Fairy Tale News
Tuesday, October 17, 1657
Missing Children Found in Forest!
NETHERLANDS: Two children who were reported missing last week were found, tired and dirty, lost in the middle of Wild Wood Forest

FAVORITE FAIRY TALES & NURSERY RHYMES

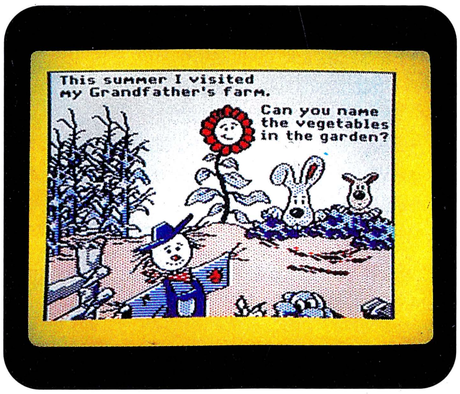
This program uses well-known fairy tales and nursery rhymes to encourage writing. Each "page" is a scrolling, two screen area consisting of a picture and an area to write in.

Apple Requires 128K.

PEL-1017-AP 5.25" disk. **$59.95**
PEL-1017L-AP Lab pack of 5. .... **$119.90**
PEL-1017-AP3 3.5" disk. **$59.95**
PEL-1017L-AP3 Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1017-MAC 3.5" disk. **$59.95**


This summer I visited my Grandfather's farm.
Can you name the vegetables in the garden?

CUTE & CUDDLY

NEW '92 RELEASE

Young authors will love writing storybooks or creating posters with their new adorable friends. Big Books are wonderful for fostering language development and group discussion. Critical thinking is involved as children begin to see relationships between the pictures and to anticipate plot development.

Apple Requires 128K

PEL-1193-AP 5.25" disk. **$59.95**
PEL-1193L-AP Lab pack of 5. .... **$119.90**
PEL-1193-AP3 3.5" disk. **$59.95**
PEL-1193L-AP Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1193-MAC 3.5" disk. **$59.95**

LETTERS, NUMBERS, & SHAPES

NEW '92 RELEASE

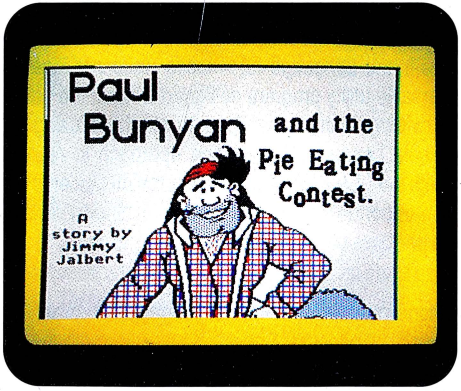
Letters, Numbers, and Shapes offers you hundreds of graphics to teach basic skills. You can create wonderfully engaging Bid Books customized to your students' needs and lively bulletin board displays, as well as project-themed posters. The mini-book print size gives children the opportunity to take their book home and share their work with family and friends!

Apple Requires 128K.

PEL-1043-AP 5.25" disk. **$59.95**
PEL-1043L-AP Lab pack of 5. .... **$119.90**
PEL-1043-AP3 3.5" disk. **$59.95**
PEL-1043L-AP3 Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1043-MAC 3.5" disk. **$59.95**


Paul Bunyan and the Pie Eating Contest.
A story by Jimmy Jalbert

TALL TALES AND AMERICAN FOLK HEROES

This program uses art based on traditional tall tales to motivate creative writing skills. Tall Tales & American Folk Heroes is so flexible, it is the perfect tool for teachers as well. Use it to create blackline masters, activity sheets, workbooks and bulletin board displays! An ideal supplement for your core literature program too!

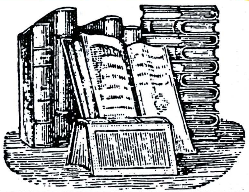
Apple Requires 128K

PEL-1130-AP 5.25" disk. **$59.95**
PEL-1130L-AP Lab pack of 5. .... **$119.90**
PEL-1130-AP3 3.5" disk. **$59.95**
PEL-1130L-AP3 Lab pack of 5. .... **$119.90**

Macintosh Requires 1 MB for B/W, 2 MB for color; System 7 compatible.

PEL-1130-MAC 3.5" disk. **$59.95**

Classic Tales Children Love ...
With computer Based Learning Skills



Classic tales of enchantment are used in these colorfully illustrated, animated learning activities that provide a special combination of reading and learning fun while building vital reading skill. Each module contains a fascinating edition of a time honored classic tale by master story tellers like Anderson, Perrault, and the Brother's Grimm. Each module contains:

*A fascinating 32 page color illustrated book
*A micro software program disk brimming with animated learning activities
*A users guide
*Each module is stored in a protective storage case containing book, software & users guide
*Grades K - 3

Beauty & the Beast
(c)1987 TROLL ASSOCIATES

BEAUTY AND THE BEAST

Grades: K - 3

Beauty volunteers to take her father's place as the prisoner of an ugly beast, and she grows to love the Beast in spite of his appearance. When she accepts his marriage proposal, she frees him from a terrible spell. (Sequence/Recalling Facts and Details/Homonyms) Requires 48K.

TRL-700-AP 5.25" disk, w/backup. **$49.95**
TRL-700L-AP Lab pack of 5. .... **$99.95**

JACK AND THE BEANSTALK
(c)1987 TROLL ASSOCIATES

JACK AND THE BEANSTALK

Grades: K - 3

Jack trades his cow for some "magic" beans, which sprout and grow into a huge beanstalk! When Jack climbs up, he discovers a huge castle...and a giant who roars "Fee, fi, fo, fum!" (Context Clues/Word and Picture Identification/Comprehension). Requires 48K.

TRL-707B-AP 5.25" disk only, w/backup **$49.95**
TRL-707L-AP Lab pack of 5. .... **$99.95**

CINDERELLA
(c)1987 TROLL ASSOCIATES

CINDERELLA

Grades: K - 3

At the stroke of twelve, Cinderella runs from the ball, leaving her glass slipper behind. Will the prince ever find the lovely maiden who has won his heart? (Sequence/Recalling Facts and Details/Following Directions) Requires 48K.

TRL-703-AP 5.25" disk, w/backup. **$49.95**
TRL-703L-AP Lab pack of 5. .... **$99.95**

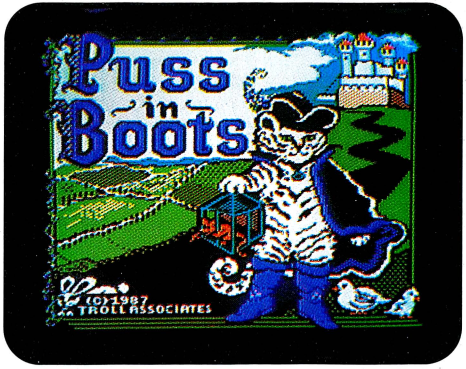
The Frog Prince
(c)1987 TROLL ASSOCIATES

THE FROG PRINCE

Grades: K - 3

Who wants to be friends with a frog? The princess has made a promise, and now she must keep her word. Just when she'd had enough of him, a remarkable change takes place before her astonished eyes! (Context Clues/Following Directions/Homonyms). Requires 48K.

TRL-706-AP 5.25" disk, w/backup. **$49.95**
TRL-706L-AP Lab pack of 5. .... **$99.95**

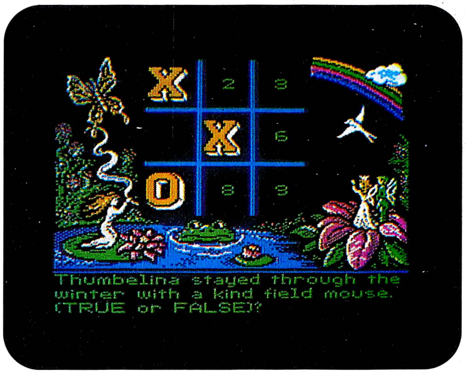


PUSS IN BOOTS

Grades: K - 3

A poor miller's son inherits nothing but a cat. In time, however, the cat proves to be clever enough to single-handedly make a fortune for his new master. (Context Clues/Word and Picture Identification/Comprehension) Requires 48K.

TRL-709-AP 5.25" disk, w/backup. **$49.95**
TRL-709L-AP Lab pack of 5. .... **$99.95**



Thumbelina stayed through the winter with a kind field mouse. (TRUE or FALSE)?

THUMBELINA

Grades: K - 3

Everyone wants tiny Thumbelina, including a toad, a beetle, a mole and a mouse! But only the king of the flower spirits can win her heart. (Context Clues/Sequence/Recalling Details) Requires 48K.

TRL-713-AP 5.25" disk, w/backup. **$49.95**
TRL-713L-AP Lab pack of 5. .... **$99.95**

DICK WHITTINGTON
(c)1987 TROLL ASSOCIATES

DICK WHITINGTON

Grades: K - 3

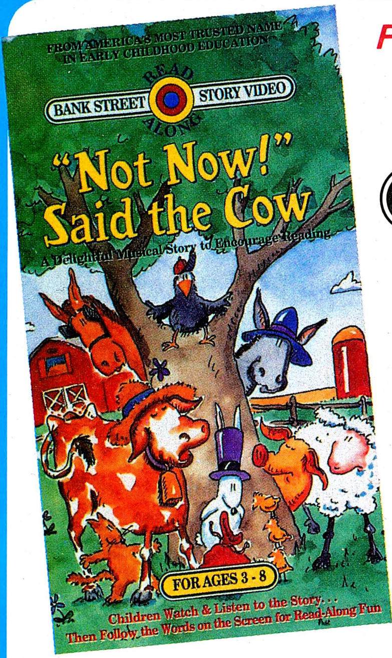
Mistreated at his job, poor Dick Whittington must also giveup his only posession - a cat. He decides to run away, but receives a prophetic message that makes him turn around and return to London. (Word and Picture Identification/Sequence/Homonyms) Requires 48K.

TRL-704-AP 5.25" disk w/backup. **$49.95**
TRL-704L-AP Lab pack of 5. .... **$99.95**

Reading Readiness

Each video concentrates on a distinct area of reading readiness: A)Getting ready to read B)Reading together C)I can read it myself.

A Dozen Dizzy Dogs - A - Getting ready to read V75-295-VHS
Not Now Said the Cow - B - Reading together V75-293-VHS
Follow that Fish - B - Reading together V75-296-VHS
Mr. Monster - C - I can read it myself V75-294-VHS
Mr. Bubble Gum - C - I can read it myself V75-297-VHS


FROM AMERICA'S MOST TRUSTED NAME IN EARLY CHILDHOOD EDUCATION
BANK STREET READ ALONG STORY VIDEO
"Not Now!" Said the Cow
A Delightful Musical Story to Encourage Reading
FOR AGES 3 - 8
Children Watch & Listen to the Story...
Then Follow the Words on the Screen for Read-Along Fun

"NOT NOW!"
SAID THE COW
#293

From America's Most Trusted Name in Early Childhood Education

READ
BANK STREET STORY VIDEO™
ALONG

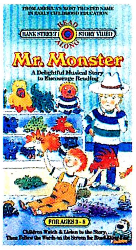
Delightful Musical Stories to Encourage Reading. Based on the Award-Winning Bank Street Ready-to-Read books.

Children Watch & Listen to the Story..... Then Follow the Words on the Screen For Read Along Fun!

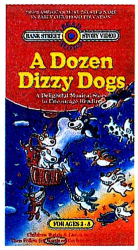
30 minutes each/Ages 3 - 8

From the people who brought you
THE BANK STREET WRITER™

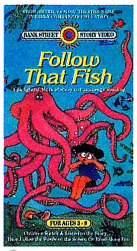
$24.95 ea.



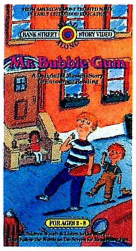
MR. MONSTER
#294


A Dozen Dizzy Dogs

A DOZEN
DIZZY DOGS
#295


Follow That Fish

FOLLOW THAT
FISH
#296


Mr. Bubble Gum

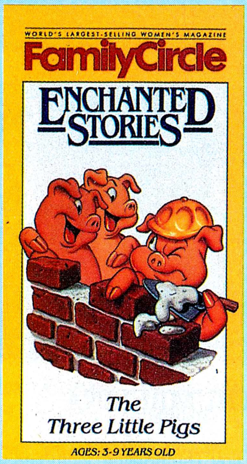
MR. BUBBLE
GUM
#297

WORLD'S LARGEST-SELLING WOMEN'S MAGAZINE
FamilyCircle
ENCHANTED STORIES

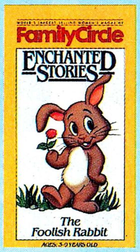
$19.95 ea.

FAMILY CIRCLE presents three gifted storytellers who entertain and delight young children with tales of unforgettable characters and magical places.

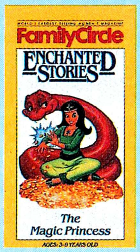
Winner of the
PARENT'S CHOICE AWARD
30 minutes each/Ages 3 - 9


FamilyCircle
ENCHANTED STORIES
The Three Little Pigs
AGES: 3-9 YEARS OLD

THE THREE LITTLE PIGS plus "The Wooden Box" & "The Wooly Mammoth" #273


The Foolish Rabbit

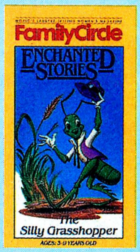
THE FOOLISH RABBIT plus "New Years Eve" and "The King of Togo Togo" #272


The Magic Princess

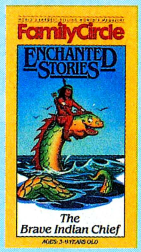
THE MAGIC PRINCESS plus "Superbowl Sundae", "Moon & Otter" and "The Bird Man" #274

The Little Dragon

THE LITTLE DRAGON plus "The Remarkable Horse" and "Donkey and Goose." #271


The Silly Grasshopper

THE SILLY GRASSHOPPER The delightful fable of a grasshopper & his forest friends. #275


The Brave Indian Chief

THE BRAVE INDIAN CHIEF A thrilling Native American legend. #276

Learning Your Letters
Alphabet roll call! Jack from Jack in the Box introduces blocks, each with a letter of the alphabet. Each letter has its own voice calling out its name for the children.
V11-50013VHS $9.95

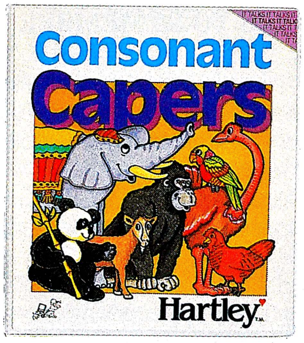
Learning Your Vowels
A simple way for children to learn their vowels. With sounds, symbols and words the alphabet is pronounced while emphasizing the vowels A-E-I-O-U.
V11-50006VHS $9.95

Learning About Money
Our money is something children are exposed to everyday starting at a very early age. This tape teaches them how to count both coin and paper money.
V11-50003VHS $9.95

Learning to Read Signs Pedestrian Signs & Signals
Children are shown how to read signs Stop Signs, School Signs and Traffic Signs so that they understand where to cross, when to cross, and when not to cross the streets.
V11-50001VHS $9.95

Aesop's Fables Vol. 1
Here, in cartoon form, are the famous stories of the "Frog & The Bull", "The Fox & The Stork", and the "The Tortoise Who Wanted To Fly".
V11-50015VHS $9.95

Aesop's Fables Vol. 2
More tables in cartoon form. "The Lion & The Mouse", "The Miller, His Son & The Donkey", and "The Grasshopper & The Ant".
V11-50016VHS $9.95



CONSONANT CAPERS

Grades: K - 1

Learning the initial consonant sounds is the objective of this four-disk package. Students enjoy make-believe trips to all kinds of exciting places including a farm, a zoo, the circus and the jungle. Students master the initial consonant sounds by hearing them presented in meaningful context. A variety of words is associated with each sound. Many options on the disk let the teacher tailor-make lessons appropriate to the students' needs.. Package includes 4 disks and black-line masters. Speech option is available with the use of the Echo II speech synthesizer, see page 17 for details. Requires 128K.

H-4408B-AP 5.25" disk w/backup.... **$159.95**
H-4408L-AP Lab pack of 5. .... **$279.95**

PHONICS PRIME TIME INITIAL CONSONANTS

Grades: K - 1

Young children master initial consonant phonics skills with the aid of some frisky frogs and puppeteer Walso Grizzy. When students correctly match consonants with illustrations that represent words starting with those consonants, they are rewarded with imaginative computer pictures. Requires 64K.

MEC-175 -AP 5.25" disk . . **$59.00**
MEC-175L-AP Lab pack of 5. .... **$129.00**
MEC-175 -AP3 3.5" disk . **$59.00**
MEC-175L-AP3 Lab pack of 5......... **$129.00**

PHONICS PRIME TIME FINAL CONSONANTS

Grades: K - 2

A congenial dachshund and an ingenious monkey help your students get the last word on final consonants, while getting some additional review of initial consonants. When kids recognize the final consonants of everyday words, their success is rewarded with lively animations. Requires 64K.

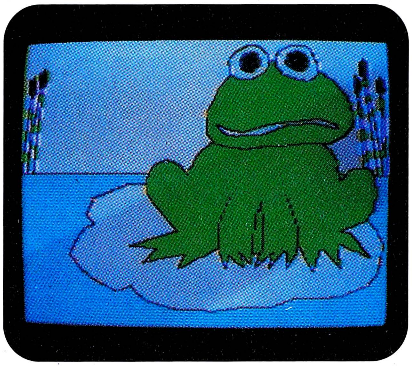
MEC-176 -AP 5.25" disk . . **$59.00**
MEC-176L-AP Lab pack of 5. .... **$129.00**
MEC-176 -AP3 3.5" disk . **$59.00**
MEC-176L-AP3 Lab pack of 5......... **$129.00**

CONSONANT COMBO

Grades: K - 2

Colorful animated graphics inspire young learners to practice beginning reading skills. The *Consonant Carnival* disk reinforces beginning consonant sounds. It contains a tutorial and four exciting carnival games. The *Pirate's Treasure* disk provides practice with 20 beginning blends. In search of the treasure, the student must move along the treasure map by identifying the correct blend. The *Gone Fishing* disk has an exciting game which reinforces the beginning digraphs CH, SH, TH, and WH. The three disk program includes a teacher's guide. Requires 48K.

MCC-4CC-AP 5.25" disk. **$69.95**
MCC-4CC-AP3 3.5" disk. **$69.95**



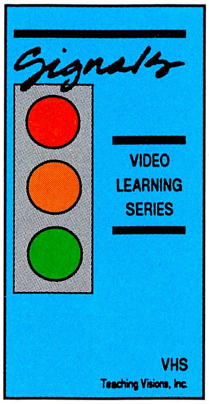
VOWEL GAMES

Grades: K - 3

These three highly interactive disks help young students learn the vowel sounds. Each of the disks, Vowel Corral, Feed The Frog, and Race Cars, present the drill of vowel sounds in a fun, exciting format. Because of the learning games on each disk, students are happy to play them again and again. This enables the students to learn the vowel sounds independently, thus freeing the teacher for other tasks. The complete package includes 3 disks, 2 posters, removable keyboard stickers and a Teacher's Guide. Requires 48K.

MCC-3VG-AP 5.25" disk. **$49.95**
MCC-3VG-AP3 3.5" disk. **$49.95**

VIDEO VOWELS SERIES



Grades: K - 3, Remedial

Of eleven programs reviewed in The Reading Teacher, January 1990, The *Video Vowels Series* is the only one to meet the criteria of having an appropriate amount of reinforcement, high transfer potential, and high content validity.

Written and produced by educators, this video series assists students in mastering basic reading skills. These well designed lessons complement any reading curriculum, providing motivation and repetition necessary for successful learning.

Each program in the series presents information in a sequenced, structured format. Students of all learning styles benefit from the multi-modality teaching approach. They hear, see, say, and write during each video lesson.

Each video presents the vowel sound to be learned in a two lesson format: with listening for the sound in isolation; reading the sound in words. Includes: blackline worksheet masters, educational objectives and extension activities.

SHORT VOWELS SERIES

A guaranteed method of teaching students the short vowel sounds. Students learn each sound by associating it with picture and phrase. Auditory discrimination and correct letter formation are also taught as students respond verbally and in writing.

25 minutes each.

V13-SV001A-VHS Short A. **$29.95**
V13-SV002E-VHS Short E. **$29.95**
V13-SV003I-VHS Short I. **$29.95**
V13-SV004O-VHS Short O. **$29.95**
V13-SV005U-VHS Short U. **$29.95**

LONG VOWEL SERIES

Students love these programs because they are interesting and easy to follow. Educators love them because they work! Imaginitive visual depiction of a silent E and two vowels together combined with student's repeated verbal and written responses create an unforgettable method of teaching long vowel sound and rules. 25 minutes each.

V13-LV101-VHS Silent E rule. **$29.95**
V13-LV102-VHS 2 Vowel rule. **$29.95**

LEARNING WITH MOTHER GOOSE

158 Dolch List Words

Grades: PreK - Up

In this video children are taught to read 158 Dolch list words through Mother Goose cartoons and sing-a-long songs. They see the words, hear the words and sing the words all at once (The Neurological Impress Method) and soon they are able to read those words all by themselves.

V04-801-VHS 30 minutes. **$11.95**

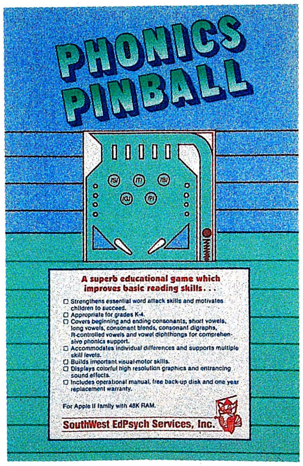
READ AND SING WITH AMERICA

282 Dolch List Words

Grades: All

Using the same format as in the video above, children learn 282 Dolch list words by singing American songs and watching cartoons.

V04-804-VHS 31 minutes. **$11.95**

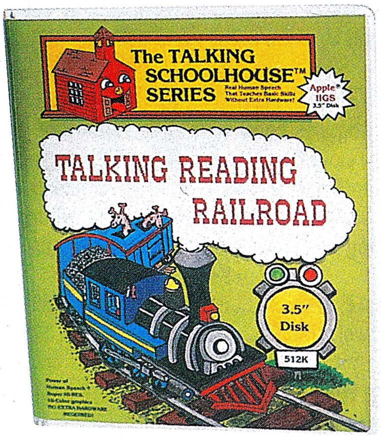

PHONICS PINBALL
A superb educational game which improves basic reading skills . . .
☐ Strengthens essential word attack skills and motivates children to succeed.
☐ Appropriate for grades K-4.
☐ Covers beginning and ending consonants, short vowels, long vowels, consonant blends, consonant digraphs, R-controlled vowels and vowel diphthongs for comprehensive phonics support.
☐ Accommodates individual differences and supports multiple skill levels.
☐ Builds important visual-motor skills.
☐ Displays colorful high resolution graphics and entrancing sound effects.
☐ Includes operational manual, free back-up disk and one year replacement warranty.
For Apple II family with 48K RAM.
SouthWest EdPsych Services, Inc.

PHONICS PINBALL

Grades: K - 4

This program strengthens essential word attack skills and motivates children to succeed. It covers beginning and ending consonants, short vowels, long vowels, consonant blends, consonant digraphs, R-controlled vowels and vowel diphthongs for comprehensive phonics support. Individual differences are accommodated and multiple skill levels are supported, building important visual-motor skills. It displays high resolution graphics and entertaining sound effects. Operational manual and free back-up disk are included. Requires 48K.

SEP-169B-AP	5.25" disk w/backup. .	$39.95
SEP-169L-AP	Lab pack of 5.	$119.95
SEP-169B-AP3	3.5" disk w/backup.	$39.95
SEP-169L-AP3	Lab pack of 5.	$119.95


The TALKING SCHOOLHOUSE™ SERIES
Real Human Speech That Teaches Basic Skills Without Extra Hardware!
Apple® IIGS 3.5" Disk
TALKING READING RAILROAD
3.5" Disk
512K

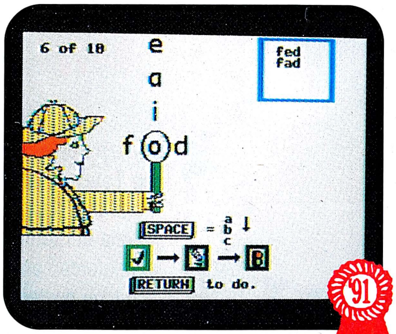
TALKING READING RAILROAD

Grades: K - 4

Take a ride on the "*Reading Railroad*"! See and hear what fun children can have sharpening their reading and thinking skills. Youngsters control the program as they direct the train to the station they desire. Places like Phonic City, Sound Valley and Wordville provide practice in phonics, fundamental reading and word skills.

Apple IIGS Requires 512K

OC-9990-GS	3.5" disk	$59.00
OC-9990L-GS	Lab pack of 6.	$149.90


6 of 18
e
a
i
f o d
fed
fad
SPACE = a b c
RETURN to do.

CLUE IN ON PHONICS

Grades: K - 4

This disk, which contains 15 sequenced lessons, uses a Sherlock Holmes theme to reinforce basic phonics skills. The three foundation skills lessons cover identifying single consonant sounds, identifying short vowel sounds, and making word families.

The six consonant skills lessons use two different approaches to accommodate different learning styles. Students use a magnifying glass to identify blends and digraphs in words or to add blends and digraphs to various letter patterns to make words. In the six lessons on vowels, students compare and match the sounds of vowels, the sounds of vowel digraphs and diphthongs, and they identify words which become new words when the silent "e" is added.

Program features include adjustable number of questions in a lesson, optional sound and reward game, adjustable percent required to play the reward game, and a student management system which holds 200 students' names, lessons completed, and score. You may view, print, or delete all or individual files.

Requires 48K.

G-154B-AP	5.25" disk w/backup.	$59.95
G-154L-AP	Lab pack of 10.	$179.95
G-154B-AP3	3.5" disk w/backup.	$59.95
G-154L-AP3	Lab pack of 10.	$179.95

ESSENTIAL SIGHT WORDS

Grades: K - 2

This program contains more than 200 letters and words. Large upper and lower case text can be used along with simplified response requirements and multimodal presentations to help young children learn. A teacher controlled management system automatically prescribes individualized tutorial, drill, and game lessons. In addition a record keeping system provides convenient review of each child's progress through the sight word curriculum. An Echo II is required for speech capabilities (see page 17). Teacher's manual included. Requires 128K.

SEP-487B-AP	5.25" disk, w/backup. ...	$39.95
SEP-487L-AP	Lab pack of 5.	$119.95
SEP-487B-AP3	3.5" disk, w/backup. . .	$39.95
SEP-487L-AP3	Lab pack of 5.	$119.95

WORDS TO REMEMBER

Grades: K - 6

Each video in this series teaches and drills essential high frequency words. Lessons include reading drill and written activities. Set 1 includes two, three and four letter words. Set 2 includes five and six letter words.

V13-WR201-VHS	Set 1, 30 minutes.	$29.95
V13-WR202-VHS	Set 2, 30 minutes.	$29.95

SIGHT WORDS-VIDEOS THAT TEACH

Grades: 1 - Adult, Remedial

- 10 Sequenced Lessons
- Durable Storage Case
- Teaching Guide
- Reinforcement Materials
- Blackline Books

Designed by Teachers; Interactive Video Program; Sequential, structured lessons; Infinite opportunity for review; Ideal for all size groups. Students can work independently or an aide can administer it.

Your students will follow the TV Tutor instructions as they Hear It, See It, Say It and Write It. Each program includes a video drill of the significant words taught, perfect for students needing frequent review.

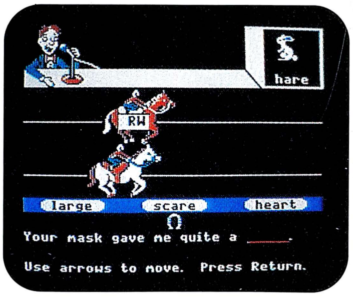
V13-1001-VHS	Sight Words 1, 90 minutes.	$69.95
V13-1002-VHS	Sight Words 2, 90 minutes.	$69.95
V13-1010-VHS	Complete Set.	$129.95

PHONICS PRIME TIME VOWELS I

Grades: 1 - 2

This is one carnival where kids get to do a lot more than just play games! Here, they "test their strength" at the bell stand and pick up floating toy ducks as they attempt to identify familiar words containing 12 basic vowel sounds. Learning long- and short-vowels sounds has never been so entertaining. Requires 64K.

MEC-177 -AP	5.25" disk	$59.00
MEC-177L-AP	Lab pack of 5.	$129.00
MEC-177 -AP3	3.5" disk	$59.00
MEC-177L-AP3	Lab pack of 5.	$129.00


hare
RW
large
scare
heart
ou

Your mask gave me quite a _____.

Use arrows to move. Press Return.

PHONICS PRIME TIME VOWELS II

Grades: 1 - 3

A carnival dunk tank and a horse race set the stage for some spirited vowel practice. While learning to recognize common diphthongs, "rule-breakers," and "r-controlled" vowel sounds, kids become proficient at identifying words that contain target vowel sounds. Requires 64K.

MEC-178 -AP	5.25" disk	$59.00
MEC-178L-AP	Lab pack of 5.	$129.00
MEC-178 -AP3	3.5" disk	$59.00
MEC-178L-AP3	Lab pack of 5.	$129.00

VOWELS TUTORIAL

Grades: 1 - 3

This program, developed through the support of a grant from the Apple Educational Foundation, provides a comprehensive introduction and review of long and short vowel sounds. The student makes an error, the program branches to a picture of a word with the same vowel sound. If a rule is involved, it is repeated in a simpler form. The computer stores student errors for later review. Includes teacher's guide. CCD required (Please see page 41). Requires 48K

H-2003B-AP	5.25" disk w/backup.	$120.00
H-2003L-AP	Lab pack of 5.	$240.00
H-2003B-AP3	3.5" disk w/backup.	$120.00
H-2003L-AP3	Lab pack of 5.	$240.00

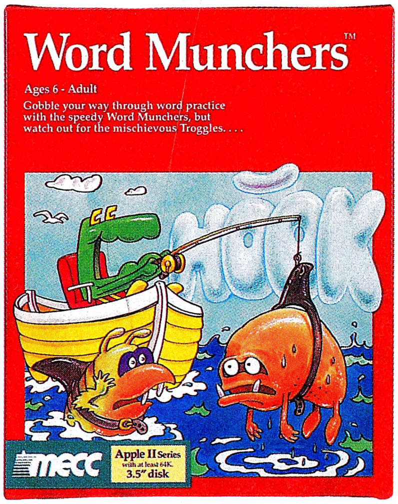
VOWELS

Grades: 1 - 3

The ability to discriminate vowel sounds is one of the most difficult tasks for the beginning reader. These programs combine a visual and an auditory stimulus with active responding and immediate feedback. By using the CCD, the teacher can literally talk to the student and tell him/her exactly what sounds to look for. The computer shows the student what is missed and keeps a complete record of errors for the teacher to review when time permits. There are fifty-three lessons in this program which cover long and short vowels, double vowels, diphthongs, r-controlled vowels, the schwa sound and much more. Although the lessons generally follow the skill sequence of the HBJ Bookmark reading series, they can easily be modified to correspond directly to any basal text. Includes teacher's guide.

Requires: 48K, CCD (see page 41)

H-0102B-AP 5.25" disk w/backup.	$49.95
H-0102L-AP Lab pack of 5.	$99.95
H-0102B-AP3 3.5" disk w/backup.	$49.95
H-0102L-AP3 Lab pack of 5.	$99.95


Word Munchers™
Ages 6 - Adult
Gobble your way through word practice with the speedy Word Munchers, but watch out for the mischievous Troggles. . . .
HOOK
mecc
Apple II Series with at least 64K 3.5" disk

WORD MUNCHERS

Critic's Choice

Grades: 1 - 5

Munchers are on the loose and in search of simple words containing target vowel sounds. But they need some help in selecting the right words to gobble and in avoiding the menancing Troggles. Kids enjoy the challenges they face with this best-selling winner of the Parents' Choice Gold Award and InCider Magazines' People's Choice Award.

Apple 64K

MEC-153 -AP 5.25" disk	$59.00
MEC-153L-AP Lab pack of 5.	$129.00
MEC-153 -AP3 3.5" disk	$59.00
MEC-153L-AP3 Lab pack of 5.	$129.00

Macintosh 1 MG

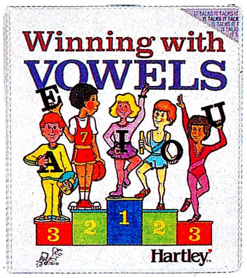
MEC-153 -MAC 5.25" disk	$69.00
MEC-153L-MAC Lab pack of 5.	$149.00

PHONICS PRIME TIME BLENDS AND DIGRAPHS

Grades: 1 - 3

Make recognizing 34 consonant blends and digraphs, such as bl, ch, and thr, as tasty and tempting as an after school snack! Kids get "lots of treats" on trips to the malt and snack shops, where they practice recognizing and creating words that begin with these consonant combinations. Requires 64K.

MEC-179 -AP 5.25" disk	$59.00
MEC-179L-AP Lab pack of 5.	$129.00
MEC-179 -AP3 3.5" disk	$59.00
MEC-179L-AP3 Lab pack of 5.	$129.00



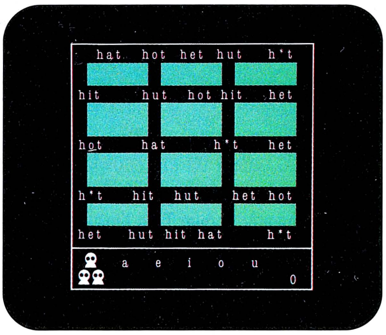
WINNING WITH VOWELS

Grades: 2 - 3

Students hear and learn the sounds of both short and long vowels as they experience the excitement of summer and winter sports. High levels of motivation and interest are maintained as the students master the vowel sounds.

Many options are available to let the teacher customize the lessons to the students' needs. Package includes 2 disks and black-line masters. Requires 48K

H-4410B-AP 5.25" disk w/backup.	$79.95
H-4410L-AP Lab pack of 5.	$139.95



HINT AND HUNT I & II

Grades: 2 - 5

With *Hint and Hunt I & II*, students can actually **see** and **hear** how changing vowels can make a new word. *Hint and Hunt I*, for students in grades 2-3, covers the five short vowels and four vowel digraphs and diphthongs. *Hint and Hunt II*, for students in grades 4-5, introduces three new vowel digraphs and diphthongs. Both programs may be used remedially with older students. *Hint* is the instructional phase of the program; *Hunt* is the practice phase.

Each level contains ten diskettes, 24 blackline masters including pretest/post test, 20 activity sheets, score sheet, record form, and a keyboard poster.

Requires: 64K, Echo II (See page 17)

Hint and Hunt I

DLM-5300-AP 5.25" disk only.	$99.00

Hint and Hunt II

DLM-5400-AP 5.25" disk only.	$99.00

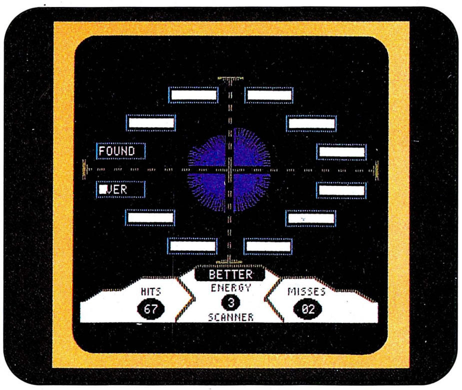
STARTING WITH PHONICS
by Anne De Caprio and Clifford T. Schafer
a computer program that teaches reading
1
5
B
4
2

STARTING WITH PHONICS

Grades: 3 - 6

Students can learn to decode and pronounce words by mastering the recognition of vowel-consonant combinations. This program is adaptable to all grade levels and may be used in small groups or independently. Requires 48K.

KM-2301-AP 5.25" disk only.	$39.95
KM-2301L-AP Lab pack of 10.	$119.95



WORD RADAR

Grades: 1 - 8

In *Word Radar* a control tower operator who scans words that increase in length provides students practice in matching basic sight words. Game options include: speed (1-9), content, difficulty level, run time (1-5 minutes), paddle or keyboard control, sound on or off. Teachers manual included. Requires 48K.

DLM-16781-AP 5.25" disk.	$46.00
DLM-16781L-AP Lab pack of 5.	$115.00

WINNING WITH PHONICS

> *"It not only teaches children the essential ingredients of reading and language but also stimulates their interest in a fascinating way."*
> - Journal of Learning Disabilities

Grades: 1 - 4,

Remedial: 5 - 7

This outstanding game program provides an encyclopedic 1289 games that give practice in virtually all structural or phonetic parts of words. It meets IEP requirements and is adaptable to all grade levels. *Winning With Phonics* may be used independently or in small groups. It's appealing, challenging fun, and endlessly patient. Requires 48K.

KM-2300-AP 5.25" disk only.	$39.95
KM-2300L-AP Lab pack of 10.	$119.95

Basal Reading

Correlated to your Basal

Even the average student needs 30 - 40 exposures to a word for mastery. Challenge your students to develop word recognition automatically by using fun, motivating game-like activities. Take your choice from programs correlated to eight different and distinct major reading BASALs and four generic word lists.

Features:
- Over 5,000 words with corresponding sentences per BASAL.
- Constant review of previous stories.
- Rapid recognition of sight words encouraged.

KEYGAME

Grades: K - 3

On your mark! Get set! Go! You are a world class runner are off to read, spell and type each letter of your vocabulary words. Complete a lap, score points and may the better player winner! Requires 64K.

TS1-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS1L-AP Lab pack of 5.	**$139.00**
TS2-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS2L-AP Lab pack of 5.	**$139.00**

WORD CRUNCH

Grades: K - 6

Imagine earning paychecks, bonuses and having money in the bank! Unscramble 10-20 key vocabulary words and then crunch them in the *Word Crunch* factory. A worker's pay is based on correct responses. Bonuses are given for no hints and for no incorrect responses. Develop reasoning, logic and spelling skills while earning money. Requires 64K.

TS5-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS5L-AP Lab pack of 5.	**$139.00**
TS6-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS6L-AP Lab pack of 5.	**$139.00**

KEYBOARD

Grades: K - 6

Don't let your students hunt and peck. Let them find a treasure chest full of sparkling, colorful jewels! But lurking in the shadows of the cold dark cave lies a ravenous serpent guarding the jewels. How can you get them? They're yours by simply typing the letters numbers or special characters before the slithering serpent reaches your letter. Starve the serpent and watch your bag of riches fill before your eyes. Requires 64K.

TS11-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS11L-AP Lab pack of 5.	**$139.00**
TS12-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS12L-AP Lab pack of 5.	**$139.00**

WORD LAUNCH

Grades: K - 6

As a NASA astronaut, you retrieve several words that are lost in space. Designed as a hangman game which provides drill on BASAL words. The object is to fill in missing spaces with letters and spell a word. Context clues are given to help decode a word. Requires 64K.

TS7-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS7L-AP Lab pack of 5.	**$139.00**
TS8-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS8L-AP Lab pack of 5.	**$139.00**

Please specify BASAL. Available BASALs are:
- Economy 1986
- Ginn 1985, 1987
- Silver Burdett 1989, 1991
- Harcourt (HBJ) 1987-1989
- Houghton Mifflin 1986, 1989, 1991
- Scott Foresman 1985,1987,1989
- Scott Foresman Focus 1985
- Macmillan 1986, 1987, 1989
- Common Words - 900 form most BASALs
- High Frequency Words: Grades 3-5, 6 -11
- Functional-Essential Vocabulary: Grades 4 - 12

Unique Features

Curriculum based
Whole Language based
BASAL Correlated
Adaptable to your literature program
High interest

WORD VOLCANO

Grades: K - 6

Can you imagine the impact of an erupting volcano? In this explosive program, you form closure on a vocabulary word by matching letters with corresponding numbers. Select your level, complete the list of words and take cover! Requires 64K.

Grades K - 3

TS3-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS3L-AP Lab pack of 5.	**$139.00**

Grades: 4 - 6

TS4-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS4L-AP Lab pack of 5.	**$139.00**

THE SEMANTIC MAPPER

Grades: 4 - 7

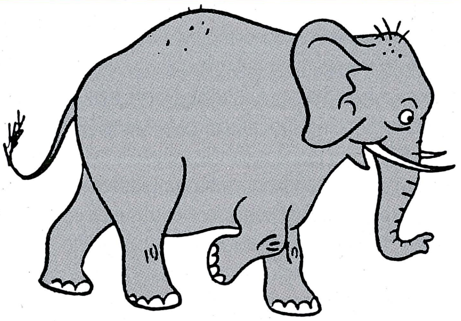
This program is based on the knowledge that all learning occurs through association with what is already known. This time-honored strategy teaches vocabulary in a natural manner by asking not "what does this word mean?" but "where does this word fit?" This program helps students understand the concepts behind the vocabulary while strengthening the relationships among these concepts.
- utilizes a well-researched technique
- offers a management system
- is teacher-student authorable
- teaches mapping for beginners or champions

Includes:
- teachers lesson plans
- extension activities for each student
- additional activities for advanced students
- a vehicle enabling teachers to create units of study

Available in the following basals:
Scott Foresman
Macmillan
Harcourt (HBJ)
Houghton Mifflin
Ginn

Be sure to include basal and year when ordering. Requires 128K.

TS-10001-AP 5.25" disk.	**$259.95**
TS-10001L-AP Lab pack of 5.	**$499.95**



WORD MEMORY

"S-T-R-E-T-C-H your memory" to the limit. Even a child can have a "memory like an elephant." After a long, hot day in Africa, the baby elephant needs a shower. Correct responses (remembering 1 - 5 vocabulary words in sequence) allow the mother elephant's trunk to fill with water and shower the baby. Requires 64K.

TS9-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS9L-AP Lab pack of 5.	**$139.00**
TS10-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS10L-AP Lab pack of 5.	**$139.00**

WORD ORDER

Grades: K - 6

No more erasures! No more holes! No more messy papers! Learn to alphabetize the fun way. In this game, you are a painting contractor. Alphabetize each word list and floor by floor, watch the skyscraper change color before your very eyes. Colorful and imaginative graphics. Requires 64K.

TS13-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS13L-AP Lab pack of 5.	**$139.00**
TS14-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS14L-AP Lab pack of 5.	**$139.00**

MAKE-A-FLASH

Grades: K - 6

Do 3 x 5 cards and unforgiving messy magic markers sent you into a frenzy? Let us launch you into the age of the computers and compel you to make the "lasting impression" with *Make-A-Flash*. Create word recognition tests and print large, easy to read colored flash cards with your BASAL words. Requires 64K.

TS15-AP Grades K - 3, 5.25" disk only.	**$69.95**
TS15L-AP Lab pack of 5.	**$139.00**
TS16-AP Grades 4 - 6, 5.25" disk only.	**$69.95**
TS16L-AP Lab pack of 5.	**$139.00**

UTILITY

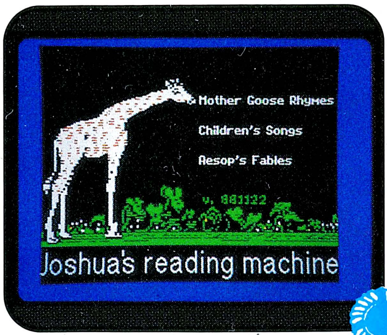
This program allows the user to create original data bases (word lists) which may then be used with any of the above programs. Requires 64K.

TS17-AP 5.25" disk only.	**$69.95**
TS17L-AP Lab pack of 5.	**$139.99**

COMPLETE SET

Complete set of all the programs on this page, including the Utility program. Requires 64K.

TS18-AP 5.25" disks only.	**$895.95**
TS18L-AP Lab packs of 5.	**$1499.00**



JOSHUA'S READING MACHINE

Grades: PreK - 2

Joshua the giraffe introduces his exciting new reading machine with 37 Mother Goose Rhymes, Children's Songs and Aesop's Fables. Each section of Joshua's reading machine has nine separate levels for years of learning fun!

Younger children use colorful graphics, music and easy-to-read text to develop word recognition skills by matching words and pictures. Older children develop vocabulary and sentence context skills while improving their reading comprehension. This is the perfect program for teachers and parents to stimulate interactive involvement with their youngsters.

Apple Requires 128K.

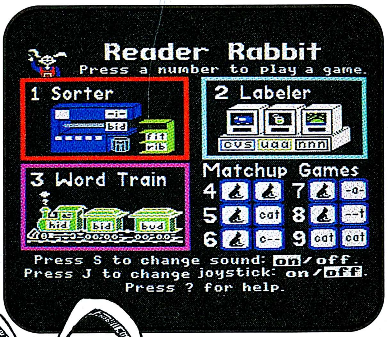
CPT-30003-AP 5.25" disk. $49.95

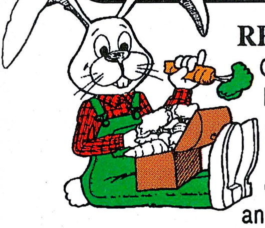
CPT-30003L-AP Lab pack of 6. .... $129.95

Macintosh Requires 512K.

CPT-30003-MAC 3.5" disk. $39.95

CPT-30003L-MAC Lab pack of6. .... $129.95





READER RABBIT

Grades: K - 2

Four animated games help develop fundamental reading and spelling skills. Children improve their letter and word recognition, memory skills and vocabulary. A dancing *Reader Rabbit* rewards correct solutions. The development of valuable practical skills and delightful graphics result in an excellent learning experience.

Apple Requires 64K.

LC-74022-AP 5.25" disk. $59.95

LC-74022L-AP Lab pack of 5. .... $149.95

Apple IIGS Talking, Requires 256K

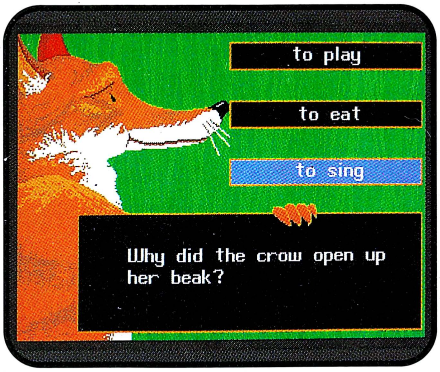
LC-74022-GS 3.5" disk. $79.95

LC-74022L-GS Lab pack of 5. .... $169.95

Macintosh Talking, Requires 1 MB.

LC-74022-MAC 3.5" disk. $79.95

LC-74022L-MAC Lab pack of 5. .... $169.95



Why did the crow open up her beak?

AESOP'S FABLES

Grades: K - 3

Children will thoroughly enjoy reading these charming age-old fables, each depicted with stunning graphics and large easy-to-read text. Includes 12 stories with 700 reading comprehension and vocabulary questions.

Apple Requires 64K.

UN-009B-AP 5.25" disk w/backup. $49.95

UN-009L-AP Lab pack of 5. .... $99.95

Apple *IIGS* TALKING Requires 768K.

UN-009B-GS 3.5" disk. $69.95

UN-009L-GS Lab pack of 5. .... $169.95

THE READING MACHINE

Grades: K - 3

The Reading Machine employs the phonetic approach that corresponds to elementary reading series used throughout the country. The comprehensive manual guides parents and teachers to quick, effective reading instruction. It can be used by itself to teach reading.

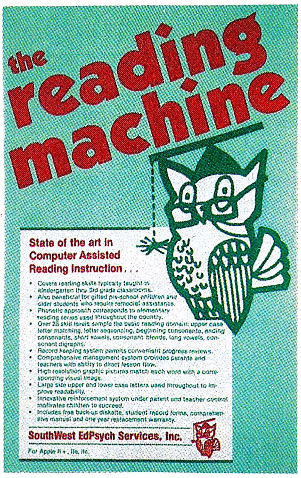
Over 28 skill levels sample the basic reading domain: upper case letter matching, letter sequencing, beginning consonants, ending consonants, short vowels, consonant blends, long vowels, consonant digraphs and vocabulary. Requires 48K.

SEP-029B-AP 5.25" disk w/backup. $59.95

SEP-029L-AP Lab pack of 5. .... $139.95

SEP-029B-AP3 3.5" disk w/backup. $59.95

SEP-029L-AP3 Lab pack of 5. .... $139.95

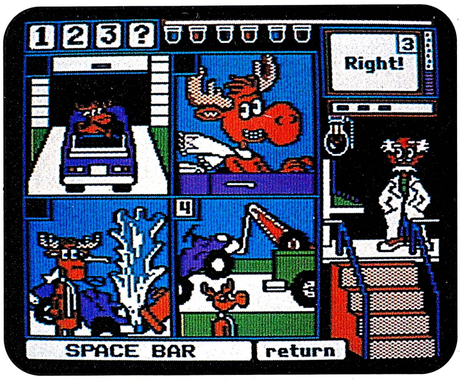


State of the art in Computer Assisted Reading Instruction . . .

- Covers reading skills typically taught in kindergarten thru 3rd grade classrooms.
- Also beneficial for gifted pre-school children and older students who require remedial assistance.
- Phonetic approach corresponds to elementary reading series used throughout the country.
- Over 28 skill levels sample the basic reading domain: upper case letter matching, letter sequencing, beginning consonants, ending consonants, short vowels, consonant blends, long vowels, consonant digraphs.
- Record keeping system permits convenient progress reviews.
- Comprehensive management system provides parents and teachers with ability to direct lesson flow.
- High resolution graphic pictures match each word with a corresponding visual image.
- Large size upper and lower case letters used throughout to improve readability.
- Innovative reinforcement system under parent and teacher control motivates children to succeed.
- Includes free back-up diskette, student record forms, comprehensive manual and one year replacement warranty.

SouthWest EdPsych Services, Inc.

For Apple II+, IIe, IIc.



PROFESSOR AL'S SEQUENCING LAB

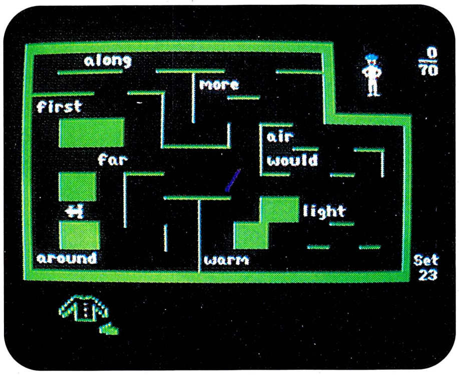
NEW '91 RELEASE

Grades: K - 1

Professor Al's Sequencing Lab is equipped to display a set of four pictures showing a common activity. Children are directed to arrange the four pictures in the proper sequential order. When children need assistance on any of the 20 picture sequencing exercises, *Professor Al* provides it.

For young readers, *Professor Al* displays a short story followed by story events for the student to sequence. Program options allow the teacher to tailor the activities to individual needs. Requires 128K.

MCG-015-AP 5.25" disk. $39.95



FAY'S WORD RALLY

Grades: 1 - 3

This is a reading program for primary school children. As well as promoting reading skills, it helps develop problem solving and critical thinking skills. The authoring system provides a high degree of versatility for educators. Requires 48K.

DT-04B-AP 5.25" disk w/backup. $59.95

DT-04L-AP Lab pack of 5. .... $139.00

DT-04B-AP3 3.5" disk w/backup. $59.95

DT-04L-AP3 Lab pack of 5. .... $139.00

WHO, WHAT, WHERE, WHEN, WHY

Grades: 1 - 4

This program helps build reading comprehension by providing sequenced practice on these easily confused concepts. Students read a phrase and select the appropriate label. When an error is made, feedback includes an explanation of the correct answer. The teacher can modify the lessons. Student records are kept by the computer. This program is also valuable for use with remedial reading students. Requires 48K.

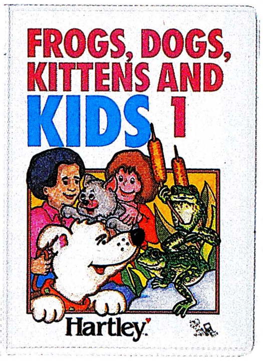
H-0702B-AP 5.25" disk w/backup. $49.95

H-0702L-AP Lab pack of 5. .... $99.95

H-0702B-AP3 3.5" disk w/backup. $49.95

H-0702L-AP3 Lab pack of 5. .... $99.95

FROGS AND DOGS



Grades: 1 - 3

These programs were designed and written by the same author as *Scuffy and Friends* and *Kittens, Kids, and a Frog* (page 17). They continue the adventures of Scuffy (the dog), Taz (the kitten), Grog (the frog) and some new friends that are introduced. The unique development of stories and questions to reinforce specific skills makes possible individualizing assignments to help students in exact areas of need. Each skill is presented in multiple lessons. Questions practicing one specific skill are interspersed throughout the story. Stories and questions may be edited by the teacher. The special diagnostic record keeping may be used to identify areas for extra help. *Both Frogs and Dogs* and Rabbits, Robots and a Monkey are useful independently, correlated with your BASAL reader or used with other diagnostic reading material. Requires 48K.

FROGS AND DOGS 1

Grades: 1 - 2
Disk 1: Main Idea; Drawing Conclusions
Disk 2: Predicting Outcomes; Details
Disk 3: Cause and Effect; Pronouns.

H-7025B-AP 5.25" disk w/backup. **$79.95**
H-7025L-AP Lab pack of 5. .... **$179.95**
H-7025B-AP3 3.5" disk w/backup. **$79.95**
H-7025L-AP3 Lab pack of 5. .... **$179.95**

FROGS AND DOGS 2

Grades: 1 - 2
Disk 1: Classification; Feeling/Mood
Disk 2: Settings; Characterization
Disk 3: Sequencing

H-7027B-AP 5.25" disk w/backup. **$79.95**
H-7027L-AP Lab pack of 5. .... **$179.95**
H-7027B-AP3 3.5" disk w/backup. **$79.95**
H-7027L-AP3 Lab pack of 5. .... **$179.95**

RABBITS, ROBOTS AND A MONKEY 1

Grades: 2.5 - 3.5

Lessons on specific comprehension skills which reinforce the work in *Frogs and Dogs*. Multiple lessons reinforce skills of details, drawing conclusions, predicting outcomes, main idea, setting and character traits. 5 disks. Requires 48K.

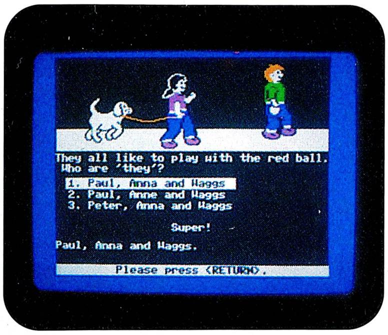
H-7026B-AP 5.25" disk, w/backup. **$99.95**
H-7026L-AP Lab pack of 5. .... **$179.95**
H-7026B-AP3 3.5" disk, w/backup. **$99.95**
H-7026L-AP3 Lab pack of 5. .... **$179.95**

RABBITS, ROBOTS AND A MONKEY 2

Grades: 2.5 - 3.5

Stories and questions reinforce the skills of classification, cause and effect, feelings/mood, pronouns and sequencing. 5 disks. Requires 48K.

H-7028B-AP 5.25" disk, w/backup. **$99.95**
H-7028L-AP Lab pack of 5. .... **$179.95**
H-7028B-AP3 3.5" disk, w/backup. **$99.95**
H-7028L-AP3 Lab pack of 5. .... **$179.95**



```
They all like to play with the red ball.
 Who are 'they'?
  1. Paul, Anna and Waggs
  2. Paul, Anne and Waggs
  3. Peter, Anna and Waggs

                 Super!

Paul, Anna and Waggs.

         Please press <RETURN>.
```

WAGGS AND HIS FRIENDS

Grades: 1 - 2

Waggs and His Friends provides students with a chance to develop their newly acquired reading and writing skills. Creative expression is the goal of this program. This is achieved through story building and story writing. First, students have an opportunity to meet Waggs, the dog, and follow him with his friends through various adventures while decoding, sounding out words, and establishing a sight vocabulary. These stories then serve as a springboard for the story building and story writing activities.

By selecting from a variety of words from the stories, students can use our simple built-in word processor to create and print out their own stories about *Waggs and His Friends.*

The presentation of an extensive vocabulary list, and ability to type text any time enhances your students ability to be creative. Students grow with the program at their own rate. While they are encouraged to the risks in a fun way. Requires 64K.

FM-7331B-AP 5.25" disk w/backup. **$55.00**
FM-7331L-AP Lab pack of 12. .... **$195.00**
FM-7331B-AP3 3.5" disk w/backup. **$55.00**
FM-7331L-AP3 Lab pack of 12. .... **$195.00**

CLEO, THE MAGIC DRAGON

Grades: 2 - 3

This program follows the same principles as *Waggs and His Friends*, building on children's reading and writing skills, comprehension, and vocabulary, as they uncover the story of the mysterious pink rock, and *Cleo, the Magic Dragon.* After developing new vocabulary, students then use our built-in word processor to write stories about Cleo. Requires 64K.

FM-7332B-AP 5.25" disk w/backup. **$55.00**
FM-7332L-AP Lab pack of 12. .... **$195.00**
FM-7332B-AP3 3.35" disk w/backup. **$55.00**
FM-7332L-AP3 Lab pack of 12. .... **$195.00**

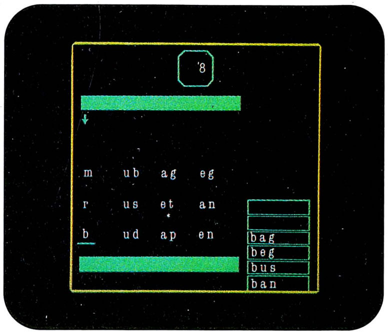
FAIRY TALES

Grades: 2 - 4, Remedial 5 - 6

Each program in this set is made up of three classic stories brought to life by the microcomputer. Questions and activities test comprehension. Correct answers are rewarded. If a reader is having difficulty, he is sent back to read the passage in the story again.

1. Pinocchio, Snow White and the Seven Dwarfs, and the Ugly Duckling.
2. Beauty and the Beast, Rumplestiltskin, and Thumbelina. Requires 48K.

OC-5000-AP 5.25" disk only. **$60.00**
OC-5000L-AP Lab pack of 6. .... **$150.00**

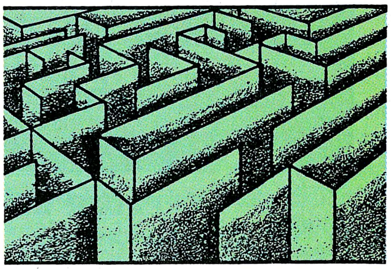


CONSTRUCT-A-WORD I & II

Grades: 2 - 5

Speech is used in a marvelous way to teach children vital reading skills. When students have to struggle to decode each word, they're using up so much mental capacity that the higher process of comprehension is adversely affected. Simply put, if automaticity doesn't develop, then comprehension breaks down. Students blend beginnings and endings to create words. *Construct-A-Word I* covers basic word patterns, and *Construct-A-Word II* teaches more complex combinations. Requires 48K.

Apple II Echo (See page 17)
Construct-A-Word I
DLM-16797-AP 5.25" disk only. **$99.00**
Construct-A-Word II
DLM-16799-AP 5.25" disk only. **$99.00**
Apple II Supertalker
Construct-A-Word I
DLM-16796-AP 5.25" disk only. **$99.00**
Construct-A-Word II
DLM-16798-AP 5.25" disk only. **$99.00**



MAIN IDEA MAZE

Grades: 2 - 8

This program assists students in grasping the main idea of a reading passage. It contains 150 reading passages that allow you to customize the program and insert your own reading content. It accommodates individual differences and supports multiple skill levels, while promoting self-directed practice that motivates children to succeed. Requires 128K, comes with backup.

SEP-460B-AP 5.25" disk **$34.99**
SEP-460L-AP Lab pack of 5. .... **$114.99**
SEP-460B-AP3 3.5"disk. **$34.99**
SEP-460L-AP3 Lab pack of 5. ..... **$114.99**

READING SKILLS LAB

Grades 1-9

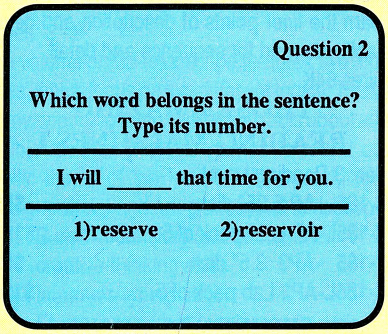
Reading Skills Lab is a comprehensive reading skills package. It helps develop skills in a variety of areas necessary to good reading.

The programs for each grade level use a core vocabulary list containing words which occur most frequently in the most widely-used basal reading series in the public school systems today.

Also included in each set are original short stories by professional children's authors. These stories have been selected for high interest value, and are matched to the reading level of each set. Each story is presented with its own set of exercises relevant only to that story.

These exercises can be used to complement a language arts program by providing additional practice in using the core vocabulary words at each grade level. This repetition and reinforcement will help students acquire the language development skills needed as they progress from level to level.

In addition to the presentation of the exercises on the computer screen, optional printer modules allow the teacher to prepare printed exercises for use by students away from the computer. These exercises are similar to the main exercises in each program, and may be used in a variety of ways. The teacher may request a single copy of any printed exercise, or an entire classroom set. An option allows the teacher to specify whether all copies in the classroom set should be identical, or each one different from the others. If desired, the computer will randomly choose items from the exercise list in order to provide a distinct exercise for each student. The following programs are included for each grade level:



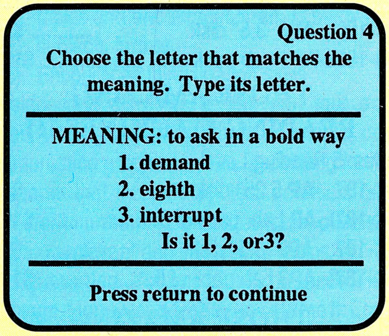
Question 2

Which word belongs in the sentence?
Type its number.

I will _____ that time for you.

1)reserve 2)reservoir

Sentence Sense - The core vocabulary words used in context. This program also deals with word meanings; the student is asked to choose the word which best fits into a given sentence.

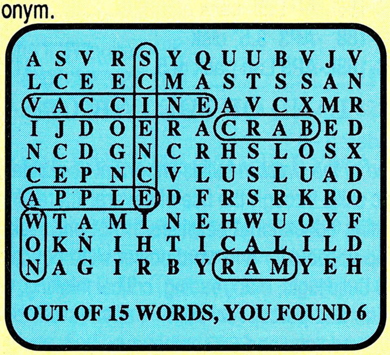


Question 4
Choose the letter that matches the meaning. Type its letter.

MEANING: to ask in a bold way
1. demand
2. eighth
3. interrupt
Is it 1, 2, or3?

Press return to continue

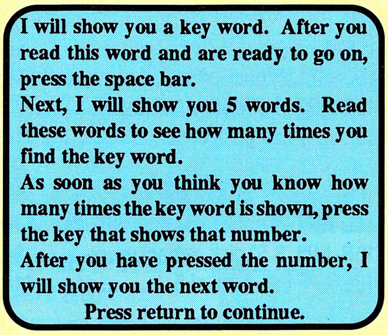
Meanings- Additional practice with the core vocabulary words, with the added dimension of meaning. The student is asked to match a word to its meaning or synonym.



A S V R S Y Q U U B V J V
L C E E C M A S T S S A N
V A C C I N E A V C X M R
I J D O E R A C R A B E D
N C D G N C R H S L O S X
C E P N C V L U S L U A D
A P P L E D F R S R K R O
W T A M I N E H W U O Y F
O K N I H T I C A L I L D
N A G I R B Y R A M Y E H

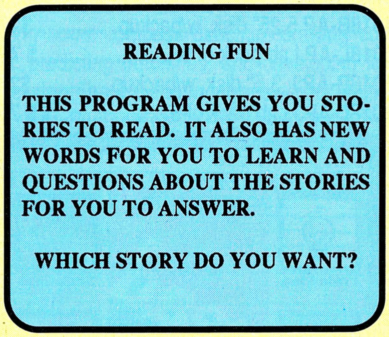
OUT OF 15 WORDS, YOU FOUND 6

Word Fun- Each level also includes one or more word games that incorporate the core vocabulary words for additional reinforcement.



I will show you a key word. After you read this word and are ready to go on, press the space bar.
Next, I will show you 5 words. Read these words to see how many times you find the key word.
As soon as you think you know how many times the key word is shown, press the key that shows that number.
After you have pressed the number, I will show you the next word.
Press return to continue.

Matchword- A word recognition drill that gives practice in visual discrimination, scanning for a particular word, and left-to-right directionality.



READING FUN

THIS PROGRAM GIVES YOU STORIES TO READ. IT ALSO HAS NEW WORDS FOR YOU TO LEARN AND QUESTIONS ABOUT THE STORIES FOR YOU TO ANSWER.

WHICH STORY DO YOU WANT?

Reading Fun- Students may "page" forward or backward in stories (2 per grade level) as they are presented on the screen. Each story is preceded by prereading vocabulary exercises, and followed by comprehension exercises and post-reading vocabulary exercises. The comprehension exercises include questions on details in the story, the main idea, and inference questions. Requires 48K.

Reading Skills Lab A, Grades 1-3
NTS-501-AP $199.00
Reading Skills Lab B, Grades 4-6
NTS-502-AP $199.00
Reading Skills Lab C, Grades 7-9
NTS-503-AP $199.00
Complete Reading Skills Lab, Grades 1-9
NTS-500-AP $499.00

CONTAINED READING SERIES STORIES IN FLUENCY DEVELOPMENT FORMAT

Grades: 2-10

These kits were designed and developed to improve the student's comprehension skills while adding vocabulary through context clue exercises. Reading selections are presented in the controlled reading method where one line at a time is presented at a preselected rate of speed. Reading rate can be varied from 40 to 520 words per minute. A moving slot travels across the line of print exposing approximately one third of the line at a time and returning smoothly to the next line. This method encourages good directional attack and develops visual coordination. Each diskette kit includes 30 short stories. They are intended for the disadvantaged reader who is from one to two grade levels above the designated reading level for that kit. All short stories were written using McGraw-Hill's Core Vocabulary and measured by the Fry Readability Formula.

Each lesson follows the same format:

Key Words- Six key words are defined and used in context. Pronunciation entries from the Thorndike-Barnhart Advanced Dictionary are provided.

Preview- Designated key sentences and/or paragraphs designed to teach the skills of previewing and surveying are read and a preview question is answered. Each lesson illustration is intended to add interest to the story material and to assist the reader in understanding the story material.

Contained Reading Story- Controlled presentation of story.

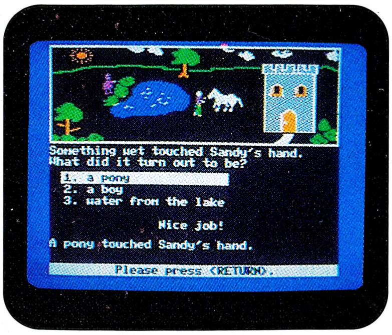
Comprehensive Check- Upon completion of the story, ten multiple-choice questions test the development of the main idea, inference, critical judgement and sequencing. Answer keys and progress charts to record comprehension accuracy and reading rate are provided.

Vocabulary Check- Exercises are provided to check and reinforce meanings and usage of previously introduced key words.

Management- Each kit contains 300 comprehension questions and 180 vocabulary exercises using Cloze techniques. The scores of 50 students can be stored and presented on the monitor or a printed copy can be generated. Requires 48K.

AV-CC21-AP Level 2. .... $189.00
AV-CC31-AP Level 3. .... $189.00
AV-CC41-AP Level 4. .... $189.00
AV-CC51-AP Level 5. .... $189.00
AV-CC61-AP Level 6. .... $189.00
AV-CC71-AP Level 7. .... $189.00
AV-CC81-AP Level 8. .... $189.00
AV-CC91-AP Level 9. .... $189.00
AV-CC01-AP Level 10. .... $189.00

Levels 2 thru 6 have 3 disks each. Levels 7 thru 10 have 6 disks each.



Something wet touched Sandy's hand.
What did it turn out to be?

1. a pony
2. a boy
3. water from the lake

Nice job!

A pony touched Sandy's hand.

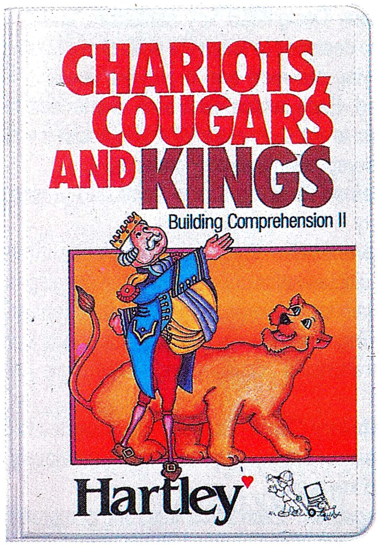
Please press <RETURN>.

SCIENCE PROJECT MYSTERIES

Grades: 3 - 4

Children join Lucas and Sandy at the Science Fair and learn all about the mysteries they have created with their science projects. Now your students can write stories about their own projects and their own mysteries as they expand their universe of language. Requires 64K.

FM-7333B-AP 5.25" disk w/backup.	**$55.00**
FM-7333L-AP Lab pack of 12.	**$195.00**
FM-7333B-AP3 3.5" disk w/backup.	**$55.00**
FM-7333L-AP3 Lab pack of 12.	**$195.00**



CHARIOTS, COUGARS, & KINGS

Grades: 3 - 5

This comprehension skill-builder has all of the features of Scuffy and Friends and Kittens, Kids and a Frog (see page 17). Each story is introduced by a full-color graphics screen. Stories are followed by of comprehension questions. Hints highlight the section of the story that contains the answer. Skills include determining the main idea, identifying details, determining cause and effect and drawing conclusions. All stories are modifiable. There is complete diagnostic record keeping, which helps the teacher identify problem areas. The stories appeal particularly to third through fifth-grade students. Requires 48K.

H-1030B-AP 5.25" disk, w/backup.	**$49.95**
H-1030L-AP Lab pack of 5.	**$119.95**
H-1030B-AP3 3.5" disk, w/backup.	**$49.95**
H-1030L-AP3 Lab pack of 5.	**$119.95**

READING STRATEGIES SERIES

NEW '92 RELEASE

Grades: Special Education, Remedial

Working with interdisciplinary materials, students locate information to support conclusions. Each level contains 10 stories. The *Reading Strategies Series* build higher-level thinking skills, including skimming, evaluation and systematic application of a location strategy. the location strategy can be used effectively in cross-disciplinary reading. Multilevel programs include selections at the second, third, fourth, and fifth grade readability levels. All programs provide the teacher with extensive record keeping. Color monitor recommended but not necessary. Requires 128K.

Level 2

H-1014B-AP 5.25" disk, w/backup.	**$69.95**
H-1014L-AP Lab pack of 5.	**$189.95**
H-1014B-AP3 3.5" disk, w/backup.	**$69.95**
H-1014L-AP3 Lab pack of 5.	**$189.95**

Level 3

H-1015B-AP 5.25" disk, w/backup.	**$69.95**
H-1015L-AP Lab pack of 5.	**$189.95**
H-1015B-AP3 3.5" disk, w/backup.	**$69.95**
H-1015L-AP3 Lab pack of 5.	**$189.95**

Level 4

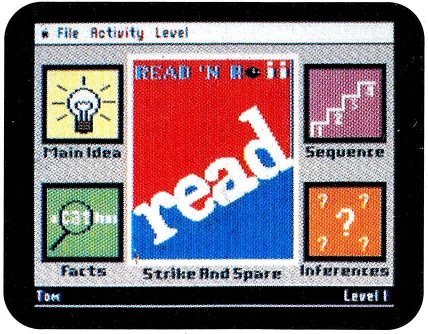
H-1016B-AP 5.25" disk, w/backup.	**$69.95**
H-1016L-AP Lab pack of 5.	**$189.95**
H-1016B-AP3 3.5" disk, w/backup.	**$69.95**
H-1016L-AP3 Lab pack of 5.	**$189.95**

Level 5

H-1017B-AP 5.25" disk, w/backup.	**$69.95**
H-1017L-AP Lab pack of 5.	**$189.95**
H-1017B-AP3 3.5" disk, w/backup.	**$69.95**
H-1017L-AP3 Lab pack of 5.	**$189.95**

Complete Set

H-1018B-AP 5.25" disk, w/backup.	**$279.00**
H-1018L-AP Lab pack of 5.	**$ 759.80**
H-1018B-AP3 3.5" disk, w/backup.	**$279.00**
H-1018L-AP3 Lab pack of 5.	**$ 759.80**

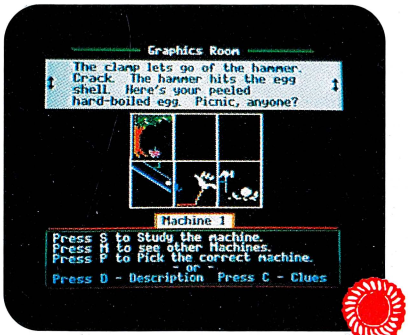


READ 'N ROLL

Grades: 3 - 6

Read 'N Roll contains five reading activities with 320 high-interest reading passages and 320 vocabulary words. It reinforces comprehensive reading skills by 1)Recognizing the main idea, 2)Recalling key facts, 3)Identifying the sequence of events, 4)Making inferences, and 5)Developing vocabulary. An optional timing feature allows students to work at their own speed or build to a faster pace. Requires 128K.

DA-400-AP 5.25" disk.	**$59.95**
DA-400L-AP Lab pack of 5.	**$149.95**
DA-400-AP3 3.5" disk.	**$59.95**
DA-400L-AP3 Lab pack of 5.	**$149.95**



The clamp lets go of the hammer. Crack. The hammer hits the egg shell. Here's your peeled hard-boiled egg. Picnic, anyone?

Press S to Study the machine.
Press M to see other Machines.
Press P to Pick the correct machine.
- or -
Press D - Description Press C - Clues

THOSE AMAZING READING MACHINES

1990

Grades: 3 - 6

Get ready for some wild reading comprehension practice! Students try to put tangled paragraphs back in order, correct flawed descriptions, and match bizarre contraptions with their written descriptions. Children will learn the finer points of description and develop their ability to read for sequence and detail. Requires 64K.

THOSE AMAZING READING MACHINES I

Grades: 3 Reading Level

MEC-185 -AP 5.25" disk	**$59.00**
MEC-185L-AP Lab pack of 5.	**$129.99**
MEC-185 -AP3 3.5" disk	**$59.00**
MEC-185L-AP3 Lab pack of 5.	**$129.99**

THOSE AMAZING READING MACHINES II

Grades: 4 Reading Level

MEC-186 -AP 5.25" disk	**$59.00**
MEC-186L-AP Lab pack of 5.	**$129.99**
MEC-186 -AP3 3.5" disk	**$59.00**
MEC-186L-AP3 Lab pack of 5.	**$129.99**

THOSE AMAZING READING MACHINES III

Grades: 5 Reading Level

MEC-187 -AP 5.25" disk	**$59.00**
MEC-187L-AP Lab pack of 5.	**$129.99**
MEC-187 -AP3 3.5" disk	**$59.00**
MEC-187L-AP3 Lab pack of 5.	**$129.99**

THOSE AMAZING READING MACHINES IV

Grades: 6 Reading Level

MEC-188 -AP 5.25" disk	**$59.00**
MEC-188L-AP Lab pack of 5.	**$129.99**
MEC-188 -AP3 3.5" disk	**$59.00**
MEC-188L-AP3 Lab pack of 5.	**$129.99**

LAND OF THE UNICORN

Grades: 3 - 8

Land of the Unicorn builds important vocabulary and logic skills through the use of several interesting and exciting educational activities. It not only helps develop vocabulary and word power skills but can also help build logic, map reading, critical thinking, visualization and perception skills. Features database of 600 synonyms and 600 antonyms.

Apple IIGS TALKING Requires 1MB.

UN-016B-GS 3.5" disk w/backup.	**$79.95**
UN-016L-GS Lab pack of 5.	**$199.95**

MAX'S LIBRARY

NEW '92 RELEASE

Grades: K -3

Beginning readers meet Max the mouse for a hands-on introduction to basic comprehension skills. Max never says a word, but his adventures leave kids with plenty to say and read and write. Brief on-screen stories taken from children's literature and other reading materials provide a springboard for practicing basic reading and thinking skills.

Apple Requires 128K.

SVE-20661-AP 5.25" disk.	$69.95
SVE-20661L-AP Lab pack of 5.	$169.00
SVE-20661-AP3 3.5" disk.	$69.95
SVE-20661L-AP3 Lab pack of 5.	$169.00

Apple IIGS Requires 128K.

SVE-20661-GS 3.5" disk.	$69.95
SVE-20661L-GS Lab pack of 5.	$169.00

KID-LEIDOSCOPE

Grades: 3 - 8

Each volume of Kid-leidoscope features five different issues, which focus on five different topics. First, read the newspaper to learn interesting facts about all sorts of subjects, then play the games to round out the specific theme of the issue! While providing great reading material and fun games, Kid-leidoscope:

1) Builds vocabulary and encourages creative thinking skills
2) Improves typing ability
3) Encourage critical reading and problem-solving skills
4) Improves reading comprehension and other language arts skills
5) Initiates student's awareness about current topics and encourages them to study the subjects further
6) Encourages investigation skills

Kid-leidoscope also has a disk with four exciting games, which reinforce each issue's topic; colorful and interesting graphics; and a fascinating four-page newspaper that includes photos, activities, games, consumer information , historical facts, puzzles and articles on relevant and interesting topics.

Topics presented: **Volume I:** Living in space, Fitness, Dinosaurs, Money, and Treasure **Volume II:** Ecology, Early Flying Machines, Information Age Games, From Russia with Love, Kids Who Made a Difference

Volume I, Requires 48K

MDP-8500-AP 5.25" disk.	$79.00
MDP-8500L-AP Lab pack of 6.	$229.00

Volume II Requires 48K

MDP-8501-AP 5.25" disk.	$79.00
MDP-8501L-AP Lab pack of 6.	$229.00

MONKEYNEWS/MONKEYMATH

Grades: 1 - 5

A highly innovative reading comprehension program, *Monkey News* will increase important reading skills for children ages 7-12. The program allows for active participation in selection of story direction, answering questions, finding and replacing missing words and even typing headlines for the story. Also includes *Monkey Math* with 3 levels of difficulty.

ART-317-AP 5.25" disk only.	$29.95

LEARNING WITH LEEPER

Grades: K - 6

Critic's Choice

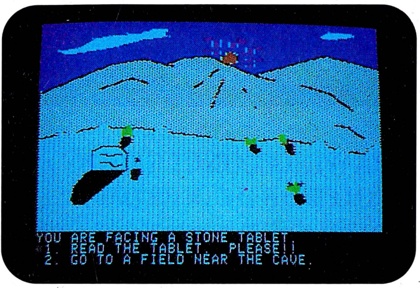
Tailored to the needs of children who cannot read, *Learning With Leeper* does not use words in its activities. After a simple introduction to booting the disk and using the joystick, children will be able to use the program with complete independence. The Leeper character acts as a tutor, guiding children through the selection menu and giving a short demonstration of the chosen activity. Requires 48K and a joystick.

1 Disk, Teacher's Manual, Activity Book

LG-353B-AP 5.25" disk only, w/backup.	$49.00
LG-353L-AP Lab pack of 5.	$99.00

Package of 5 activity books

LG-352-WP.	$19.75



```
YOU ARE FACING A STONE TABLET.
 1. READ THE TABLET.  PLEASE!!
 2. GO TO A FIELD NEAR THE CAVE.
```

TROLL'S TALE

Critic's Choice

Grades: 3 & up

An adventure game for the third grade. An evil troll hides all the treasures of King Mark, the dwarf king. A player or players must recover the treasures without disturbing the troll. Color graphics, logic clues, sound effects and surprises keep players stimulated while offering hours of practice in learning about compass direction, drawing conclusions, predicting outcomes, and developing logical sequencing. There are no wrong answers or frustrating dead ends. Students control their own rate of reading and receive continual feedback. Requires 48K and joystick. 1 Disk, Teacher's Manual, Activity Book

LG-357B-AP 5.25" disk only, w/backup.	$49.00
LG-357L-AP Lab pack of 5.	$99.00

Package of 5 activity books

LG-356-WP	$19.75

DRAGON'S KEEP

Critic's Choice

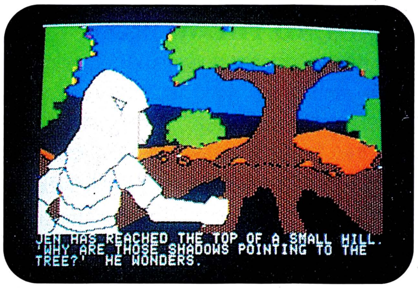
Grades: 2 & up

This game is designed especially for the second grader. A player or players must find and free 16 animals in a dragon's house and the surrounding neighborhood. In a non-violent way, players indirectly learn about the rights of others while strengthening their skills in map making, reading comprehension, making inferences, and drawing conclusions. 1 Disk, Teacher's Manual, Activity Book. Requires 48K and joystick.

LG-355B-AP 5.25" disk only, w/backup, 48K.	$49.00
LG-355L-AP Lab pack of 5.	$99.00

Package of 5 activity books

LG-354-WP.	$19.75



```
JEN HAS REACHED THE TOP OF A SMALL HILL.
'WHY ARE THOSE SHADOWS POINTING TO THE
TREE?'  HE WONDERS.
```

GELFLING ADVENTURE

Grades: 4 & up

An adventure especially for the fourth grade level. Fashioned after Jim Henson's movie, *The Dark Crystal*, this exciting program meets the educational needs of children by strengthening their reading comprehension and problem solving skills. Join Jen, the last of the Gelflings, on his quest for the missing shard that will heal the dark crystal and restore harmony to the world. Students take an active part in the adventure, making decisions for the characters and serving as Jen's guide in mountains, valleys, forests, and swamps. Requires 48K and joystick.

2-sided Disk, Teacher's Manual, Activity book

LG-359B-AP 5.25" disk only, w/backup.	$59.00
LG-359L-AP Lab pack of 5.	$119.00

Package of 5 activity books

LG-358-WP	$19.75

Read and Understand...

EARLY LEARNING ADVENTURES

A collection of award-winning adventure disks designed to help elementary students develop thinking and reading skills through computer game strategies. Children must read, remember and plan as they explore fantasy worlds. *Early Learning Adventures* is a journey for children - kindergarten through sixth grade. Whether or not a student has worked with a computer before, the diskettes' activities in *Learning with Leeper*, *Dragon's Keep*, *Troll's Tale*, and *Gelfling Adventure* teach problem solving, enhance reading comprehension skills, and reinforce map skills. Lively characters and full-screen, high-resolution graphics will generate student enthusiasm for learning. Complementing these skill-building adventures are specially designed activity books to further challenge and sharpen the thinking skills of young learners. Requires 48K. Joystick required.

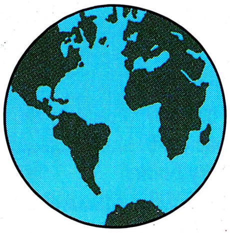
Complete set includes: *Learning with Leeper, Dragon's Keep, Troll's Tale, & Gelfling Adventures, described above..* 4 Disks, Teacher's Manual, 4 Student's Activities Books

LG-351B-AP 5.25" disk only, w/backup.	$199.00
LG-351L-AP Lab pack of 5.	$399.00

Package of 5 copies each of the 4-activities books

LG-350-WP.	$79.00

Software to help increase essential
Grades 1 - 5



GETTING THE MAIN IDEA AROUND THE WORLD

This all-time best seller takes students on a graphically splendid trip around the world as they learn and practice "getting the main idea." Self-directed play leaves you free for other classroom activities, and cumulative performance summaries make it easy to monitor students' progress. 2 - 6 players. Requires 48K.

Red Level; grades: 1 - 4	
MNS-102-AP 5.25" disk only.	$49.95
MNS-102L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-101-AP 5.25" disk only.	$49.95
MNS-101L-AP Lab pack of 5.	$119.95

CONTEXT CLUES HIDDEN TREASURE

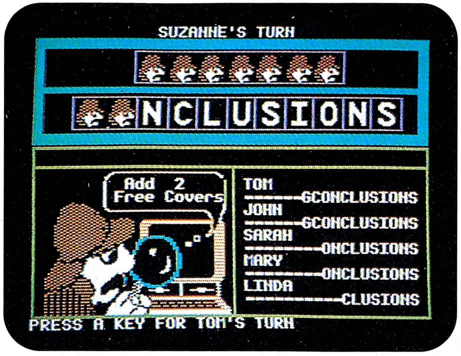
A stimulating comprehension game that involves students in the use of "context clues" - a skill essential to reading success. Play is easy to start and original reading selections sustain interest. Context clue proficiency comes faster as students compete to search out the hidden treasure. 2 - 6 players. Requires 48K.

Red level; grades: 1 - 4	
MNS-302-AP 5.25" disk only.	$49.95
MNS-302L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-301-AP 5.25" disk only.	$49.95
MNS-301L-AP Lab pack of 5.	$119.95

FACT OR OPINION SMART SHOPPER

A realistic shopping excursion that helps you build the critical reading skills important for survival in a jungle of advertising claims. With its unique, consumer related reading selections, Smart Shopper becomes your key to a complete unit combining reading comprehension and critical thinking. 2 - 6 players. Requires 48K.

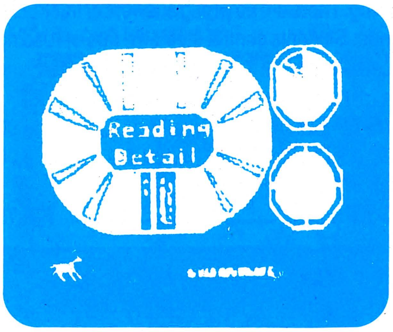
Red Level; grades: 1 - 4	
MNS-402-AP 5.25" disk only.	$49.95
MNS-402L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-401-AP 5.25" disk only.	$49.95
MNS-401L-AP Lab pack of 5.	$119.95



DRAWING CONCLUSIONS CHIEF OF DETECTIVES

Reinforcing their ability to analyze and draw conclusions, student detectives find the hidden meanings in high-interest reading selections and earn the right to cover letters (bingo style) in the phrase "Drawing Conclusions." Play becomes self-directed. Simply monitor performance as skills increase. 2 - 5 players. Requires 48K.

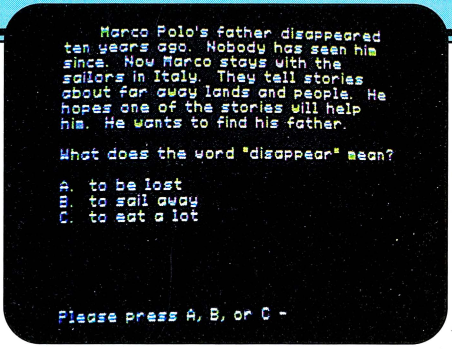
Red Level; grades: 1 - 4	
MNS-202-AP 5.25" disk only.	$49.95
MNS-202L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-201-AP 5.25" disk only.	$49.95
MNS-201L-AP Lab pack of 5.	$119.95



READING FOR DETAIL RACETRACK

On-target reading selections hold students' interest as they sharpen their eye for detail. Correct answers to questions concerning who, what, where, and when speed their horses around the track. You enjoy the benefits of simple operation, self-directed play, and individual performance summaries. 2 - 6 players. Requires 48K.

Red Level; grades: 1 - 4	
MNS-502-AP 5.25" disk only.	$49.95
MNS-502L-AP Lab pack of 5.	$119.95
Blue Level; grades: 4 - 5	
MNS-501-AP 5.25" disk only.	$49.95
MNS-501L-AP Lab pack of 5.	$119.95

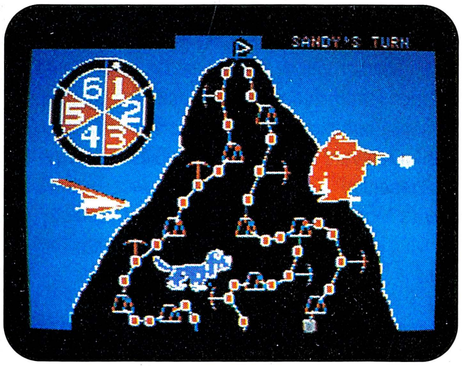


```
   Marco Polo's father disappeared
ten years ago.  Nobody has seen him
since.  Now Marco stays with the
sailors in Italy.  They tell stories
about far away lands and people.  He
hopes one of the stories will help
him.  He wants to find his father.

What does the word "disappear" mean?

A.  to be lost
B.  to sail away
C.  to eat a lot

Please press A, B, or C -
```

TIME CAPSULE TEN READING SKILLS

This powerful and comprehensive game will build and reinforce 10 critical reading comprehension skills. Students maneuver through 300 reading questions set in 11 time zones. You can add questions or adjust difficulty of play. Records kept automatically. 1 - 6 players. Requires 48K.

Red Level; grades: 1 - 4	
MNS-1052-AP 5.25" disk only.	$49.95
MNS-1052L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-1051-AP 5.25" disk only.	$49.95
MNS-1051L-AP Lab pack of 5.	$119.95
Green Level; grades 7 & up	
MNS-1053-AP 5.25" disk only.	$49.95
MNS-1053L-AP Lab pack of 5.	$119.95

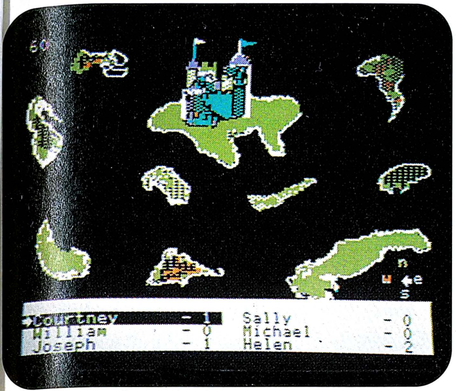


CAUSE AND EFFECT MOUNTAIN CLIMBING

Reinforces all reading comprehension skills and provides you with a way to introduce the concept of "cause and effect" to students. They develop the solid skills you're looking for as they answer questions and respond to game situations. 2 - 6 players. Requires 48K.

Red Level; grades: 1 - 4	
MNS-602-AP 5.25" disk only.	$49.95
MNS-602L-AP Lab pack of 5.	$119.95
Blue Level; grades 4 - 5	
MNS-601-AP 5.25" disk only.	$49.95
MNS-601L-AP Lab pack of 5.	$119.95

reading skills.



```
Courtney      - 1   Sally       - 0
William       - 0   Michael     - 0
Joseph        - 1   Helen       - 2
```

READING BETWEEN THE LINES FANTASY LAND

Strengthen students' analytical and critical reading skills while stimulating their imaginations! Students learn to "read between the lines" during their quest for the sword of justice. The speed of play and questions per game can be varied to suit individuals, and a roster to keep cumulative records for 40 students is included. Requires 48K.

Red Level; grades: 1 - 4

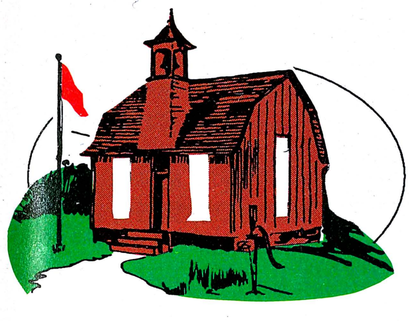
MNS-1012-AP 5.25" disk only. **$49.95**

MNS-1012L-AP Lab pack of 5. .... **$119.95**

Blue Level; grades: 4 - 5

MNS-1011-AP 5.25" disk only. **$49.95**

MNS-1011L-AP Lab pack of 5. .... **$119.95**



INFERENCE SCHOOL DAYS

Students work their way through elementary, junior high, high school, and college as they polish important critical thinking and analytical abilities. School is the theme, inference the skill, and high-interest reading selections keep young readers coming back for more. Cumulative performance summaries make it easy to help problem readers. 2 - 6 players. Requires 48K.

Red Level; grades: 1 - 4

MNS-802-AP 5.25" disk only. **$49.95**

MNS-802L-AP Lab pack of 5. .... **$119.95**

Blue Level; grades 4 - 5

MNS-801-AP 5.25" disk only. **$49.95**

MNS-801L-AP Lab pack of 5. .... **$119.95**

SEQUENCE WHAT COMES FIRST

Students arrange scrambled words, sentences and finally paragraphs in proper sequence as they practice "organizing" skills. Four highly motivational subject categories, four levels of difficulty, a variety of supporting game concepts, and a cumulative performance summary make it easy for you to sharpen sequencing skills. 2 players. Requires 48K.

Red Level; grades: 1 - 4

MNS-702-AP 5.25" disk only. **$49.95**

MNS-702L-AP Lab pack of 5. .... **$119.95**

Blue Level; grades 4 - 5

MNS-701-AP 5.25" disk only. **$49.95**

BEHIND THE WHEEL: FOLLOWING DIRECTIONS

Grades: 1 - 5

This absorbing automobile race challenges students to follow directions and rewards reading comprehension, thinking and memory skills. In order to complete the race, students must read a paragraph and understand the directions contained in it with regard to the correct sequence and the purpose of these directions. Rules of the road, game directions, and story questions are interwoven in this action-filled program. Performance summaries can be printed to monitor student progress. Requires 48K.

Red level; grades: 2 - 4

MNS-902-AP 5.25" disk only. **$49.95**

MNS-902L-AP Lab pack of 5. .... **$119.95**

Blue level; grades: 4 - 5

MNS-901-AP 5.25" disk only. **$49.95**

MNS-901L-AP Lab pack of 5. .... **$119.95**

PREDICTING OUTCOMES: GALAXY SEARCH

Grades: 1 - 5

Reading comprehension, analytical thinking, and critical thinking skills are developed while students engage in an entertaining quest. The level of the questions, the speed of the attacking meteors, and the rate of fuel consumption can all be adjusted to meet individual student needs. The program also contains a record keeping system for 40 students. Requires 48K.

Grades 1 - 4

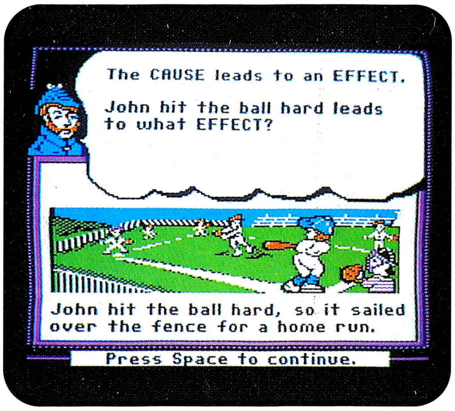
MNS-1042-AP 5.25" disk only. **$49.95**

MNS-1042-AP Lab pack of 5. .... **$119.95**

Grades 4 & up

MNS-1041-AP 5.25" disk only. **$49.95**

MNS-1041-AP Lab pack of 5. .... **$119.95**



```
The CAUSE leads to an EFFECT.

John hit the ball hard leads
to what EFFECT?

John hit the ball hard, so it sailed
over the fence for a home run.
Press Space to continue.
```

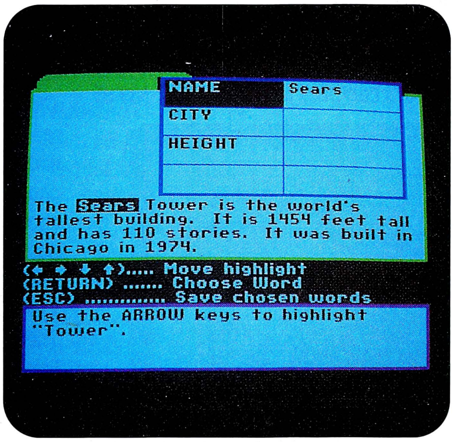
CAUSE AND EFFECT: WHAT MAKES IT HAPPEN

Grades: 3 - 8

Animated high-resolution graphics in this colorful program make it fun to learn about cause and effect relationships. Students discover how to ask questions and use keywords to locate specific causes and identify their effects in sentences and paragraphs. A special Teacher Entry section of the program makes it easy for teachers to add their own additional cause and effect sentences to the program if they wish. Includes disk and guide. Requires 48K.

TRL-737-AP 5.25" disk only. **$49.95**

TRL-737L-AP Lab pack of 5. .... **$99.95**



```
NAME          Sears
CITY
HEIGHT

The Sears Tower is the world's
tallest building.  It is 1454 feet tall
and has 110 stories.  It was built in
Chicago in 1974.
(← → ↓ ↑)..... Move highlight
(RETURN) ....... Choose Word
(ESC) .............. Save chosen words
Use the ARROW keys to highlight
"Tower".
```

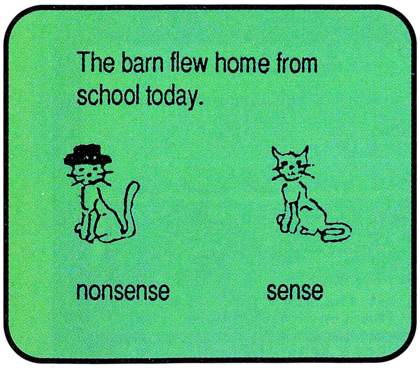
CATEGORIZING: DETECTIVE GAMES

Grades: 3 - 6

Logical thinking is the key to success in this fascinating learning program. Students are introduced to the concept of categorizing and are given the opportunity to practice placing facts into various categories. Then, as master detectives, they collect information from "suspect files," organize that information into categories, analyze the facts and begin to eliminate suspects. In doing so, they develop critical thinking skills and learn to draw conclusions. Includes disk and guide. Requires 48K.

TRL-738-AP 5.25" disk only. **$49.95**

TRL-737L-AP Lab pack of 5. .... **$99.95**



The barn flew home from school today.

nonsense sense

SENSE OR NONSENSE?

Grades: 1 - 3

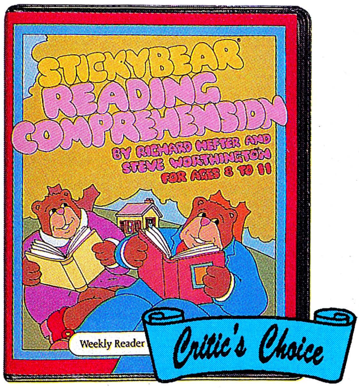
Young children really enjoy this beginning comprehension program. It's an easy-to-use program which lets you determine whether a student really understands the meaning of a phrase or word. The program involves careful reading and logical thinking. It's also a lot of fun! The student reads a sentence and tries to decide if it makes sense. Then, he or she will move the cat's hat to select an appropriate label, "sense" or "nonsense." The content may be easily changed. Teachers may use the terms true/false, yes/no, funny/not funny, etc. The lessons increase in difficulty, making this a good activity for a variety of grade levels.

5..25" disk with backup, requires 48K

H-0905B-AP	$45.95
H-0905L-AP Lab pack of 5.	$89.95

3.5" disk with backup, requires 48K

H-0905B-AP3	$45.95
H-0905L-AP3 Lab pack of 5.	$89.95


STICKYBEAR READING COMPREHENSION
BY RICHARD HEFTER AND STEVE WORTHINGTON FOR AGES 8 TO 11
Weekly Reader
Critic's Choice

STICKYBEAR READING COMPREHENSION

Grades: 2 - 4

This multi-level reading comprehension program helps children improve reading skills with 30 high-interest story and question sets created by Weekly Reader editors. New Stories may be added at any time and a print feature provides copies for practice sessions. Record keeping, automatic advancement and tracking features are included. Requires 64K.

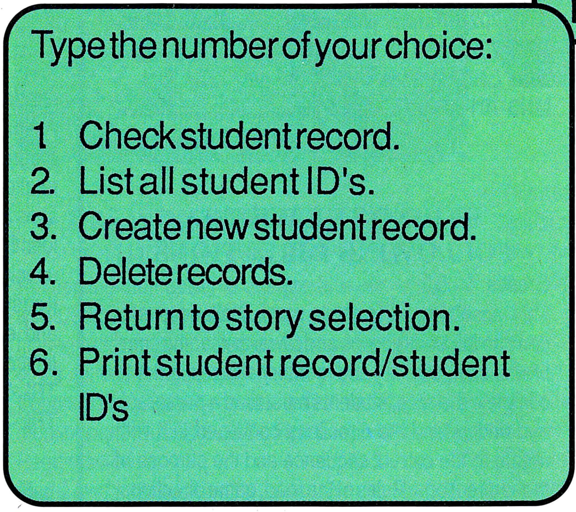
XR-4766-AP 5.25" disk.	$49.95
XR-4766L-AP Lab pack of 6.	$119.95
XR-4766-AP3 3.5" disk.	$49.95
XR-4766L-AP3 Lab pack of 6.	$119.95

LEARN TO READ

Grades: 1 - 4

This program provides beginning work with word skills such as compound words, contractions, prefixes, suffixes, antonyms, and synonyms. It also covers most of the basic structural skills required for reading. These lessons are individualized so that the student can move along at his/her own pace. Every disk keeps track of users by name and provides immediate feedback after each response. Correct answers are rewarded, and wrong answers are corrected to assure understanding. Requires 64K.

AEC-3154-AP 5.25" disk only.	$49.95
AEC-3154L-AP Lab pack of 5.	$199.80



Type the number of your choice:

1. Check student record.
2. List all student ID's.
3. Create new student record.
4. Delete records.
5. Return to story selection.
6. Print student record/student ID's

CLOZE THINKING

Grades: 2 - 8

Cloze Thinking has been designed to aid in the development of reading comprehension skills through the use of a variety of modified cloze techniques. Strategies include: use of beginning consonants, choice of two words, use of pronouns referring to antecedents, choices based on recognition of synonyms and understanding of paragraphs. Student's selection of choices depends not only on sentence meaning, but on paragraph meaning as well.

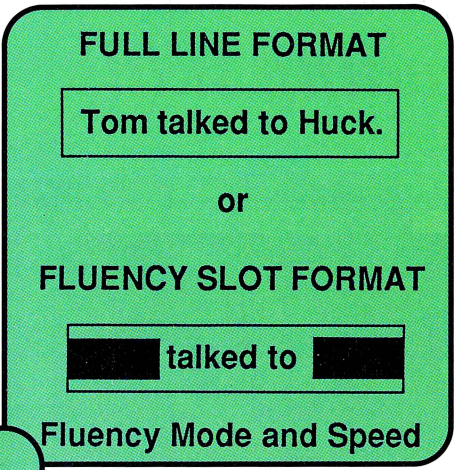
Levels 2 - 6

The student is instructed to read a short story. Several key words have been deleted. He is then instructed to re-read and insert from several choices, the word which is most appropriate. The student is asked to use the beginning consonant as a clue to fill in the deletions in the five multiple-choice letter exercises. The third exercise contains multiple-choice letter questions, the fourth is the use of synonyms and the fifth contains multiple choice items using pronouns. The sixth exercise challenges the student to use context clues within a paragraph, by inserting four or five key words.

Level 7

This higher level is basically the same as levels 2-6 with the exception of the exercise in which the student uses pronouns referring to antecedents to complete the sentences. Instead, the student is requested to match the key words to their proper synonyms and antonyms. 5.25" disks, Requires 48K.

AV-CCT21-AP Level 2.	$195.00
AV-CCT31-AP Level 3.	$195.00
AV-CCT41-AP Level 4.	$195.00
AV-CCT51-AP Level 5.	$195.00
AV-CCT61-AP Level 6.	$195.00
AV-CCT71-AP Level 7.	$195.00



FULL LINE FORMAT

Tom talked to Huck.

or

FLUENCY SLOT FORMAT

talked to

Fluency Mode and Speed

BRING THE CLASSICS TO LIFE

Grades: 2 - 6, Remedial 6 -12

These classic novels have been adapted into 10 short chapters. Key words are defined and used in context. Your student's comprehension is checked as multiple-choice questions, ask for details, criticisms, inferences and the main idea. Let the classics introduce Kipling, Stevenson and H.G. Wells. They will begin to embrace the notion of Crusoe's lonely reflections. Encourage greater understanding of man's struggle to be free, as Freder and Maria struggle in the rumbling city of Metropolis. Follow Holmes and Watson as they discover the curse of the Baskervilles. Join Kim as he becomes the "Little Friend of all the World."

Reading selections are presented in the controlled reading method. Reading rate can be varied from 40 to 520 words per minute.

The scores of 30 students can be stored and presented on the monitor or a printed copy can be generated. Each kit contains 300 comprehension questions and 180 vocabulary exercises using Cloze techniques on 3 disks. Kit also includes a 72 page high-interest reproducible workbook for each of the classic stories. Total of 3 books per reading level.

5.25" disks only, Requires 48K.

Reading Level: 2.0 - 3.0

Black Beauty, Tom Sawyer, Call of the Wild

AV-CTR2123-AP.	$199.00

Reading Level: 3.0 - 4.0

Robinson Crusoe, Red Badge of Courage, Kidnapped

AV-CTR3123-AP	$199.00

Reading Level: 4.0 - 5.0

Captains Courageous, Dr. Jekyll and Mr. Hyde, Time Machine

AV-CTR4123-AP.	$199.00

Reading Level: 5.0 - 6.0

Metropolis, Hound of the Baskervilles, Kim

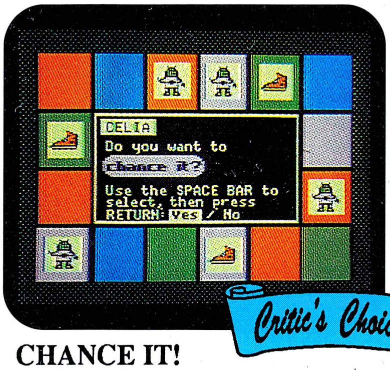
AV-CTR5123-AP.	$199.00

Complete Set

AV-CTR6123-AP.	$695.00

Reading Comprehension

These two player games provide practice with six vital reading comprehension skills. Players may turn the sound on or off. Each program is available in two versions, paragraphs written at third and fourth grade levels and paragraphs written at fifth and sixth grade levels. In both versions, the interest level ranges from third grade through 12th grade.



DELIA
Do you want to
Chance It?
Use the SPACE BAR to select, then press RETURN: Yes / No

Critic's Choice

CHANCE IT! A GAME OF DETAILS

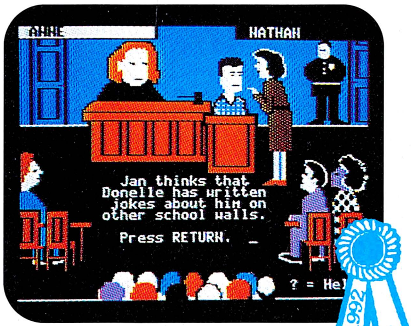
These disks use a TV game show format to encourage students to read for detail. On each turn, students are asked if they want to *Chance It!* If they do not, they read a paragraph and answer a question concerning details. If they are correct, they get to place one of their markers on the game board. If students decide to *Chance It!*, they are shown a randomly chosen message which may instruct them to place a free marker, read a paragraph and answer the question, lose a marker, or give the other player a free marker. The game ends when a player has 5 markers on the board.

Reading Levels: 3 - 4 Requires 48K

G-152B-AP	5.25" disk w/backup.	$59.95
G-152L-AP	Lab pack of 10.	$179.95
G-152B-AP3	3.5" disk w/backup.	$59.95
G-152L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6 Requires 48K

G-153B-AP	5.25" disk w/backup.	$59.95
G-153L-AP	Lab pack of 10.	$179.95
G-153B-AP3	3.5" disk w/backup.	$59.95
G-153L-AP3	Lab pack of 10.	$179.95



Jan thinks that Donelle has written jokes about him on other school walls.
Press RETURN.
? = He

VERDICT: A GAME OF FACT OR OPINION

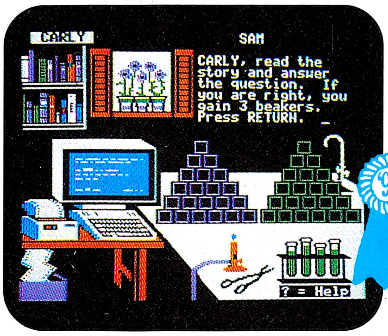
In this game, students practice classifying statements as facts or opinions while taking the role of prosecutor or defense attorney in a trial. Given a witness's testimony with one statement highlighted, the student must determine if the highlighted statement is a fact or an opinion. The first one to declare the correct verdict is the winner. Requires 64K.

Reading Levels: 3 - 4

G-172B-AP	5.25" disk w/backup.	$59.95
G-172L-AP	Lab pack of 10.	$179.95
G-172B-AP3	3.5" disk w/backup.	$59.95
G-172L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6

G-173B-AP	5.25" disk w/backup.	$59.95
G-173L-AP	Lab pack of 10.	$179.95
G-173B-AP3	3.5" disk w/backup.	$59.95
G-173L-AP3	Lab pack of 10.	$179.95



CARLY, read the story and answer the question. If you are right, you gain 3 beakers.
Press RETURN.
? = Help

EUREKA! A GAME OF FOLLOWING DIRECTIONS

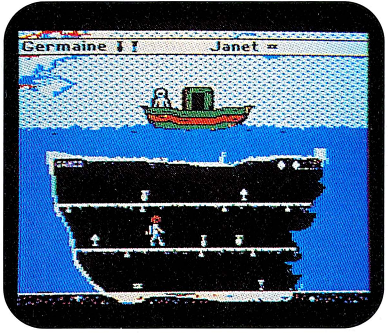
The object of this game is to be the first scientist to stack up 21 beakers. Students read a brief story which describes a characters bungled attempt at following directions. Then they are asked to identify the character's mistake. The winner gets credit for a fanciful invention that benefits kids, such as an automatic peanut-butter spreader. Requires 64K.

Reading Levels: 3 - 4

G-174B-AP	5.25" disk w/backup.	$59.95
G-174L-AP	Lab pack of 10.	$179.95
G-174B-AP3	3.5" disk w/backup.	$59.95
G-174L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6

G-175B-AP	5.25" disk w/backup.	$59.95
G-175L-AP	Lab pack of 10.	$179.95
G-175B-AP3	3.5" disk w/backup.	$59.95
G-175L-AP3	Lab pack of 10.	$179.95



TREASURE DIVE: READING FOR MEANING

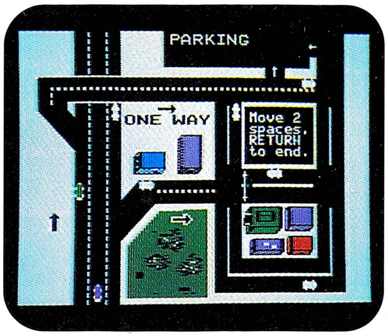
This game provides practice in four reading comprehension skills: predicting outcomes; drawing conclusions, inference, and cause and effect. Each time students answer questions on a given story correctly, they move about the decks of a sunken ship and collect valuable objects. The game ends when a player collects 5 different objects. Requires 48K.

Reading Levels: 3 - 4

G-168B-AP	5.25" disk w/backup.	$59.95
G-168L-AP	Lab pack of 10.	$179.95
G-168B-AP3	3.5" disk w/backup.	$59.95
G-168L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6

G-169B-AP	5.25" disk w/backup.	$59.95
G-169L-AP	Lab pack of 10.	$179.95
G-169B-AP3	3.5" disk w/backup.	$59.95
G-169L-AP3	Lab pack of 10.	$179.95



Move 2 spaces. RETURN to end.

RUSH HOUR RALLY: A GAME OF SEQUENCE

Critic's Choice

These disks use a two-player game-board format to provide practice in putting paragraphs of a story in the correct sequence. The object of the game is to be the first player to drive through rush-hour traffic to work. If the traffic report is favorable, students may begin by reading a three-paragraph story whose paragraphs are out of sequence. Students are asked to identify which paragraph should be first and then second. As each selection is made, the paragraphs are rearranged to reflect the choice. If they put the story in the proper sequence, they are allowed to "drive" a car a specified number of spaces (one to six). Breaking the traffic rules given at the beginning of the game results in warnings and possible loss of turn. If students arrange a story in the wrong order, the computer then shows the correct sequence. Requires 64K.

Reading Levels: 3 - 4

G-166B-AP	5.25" disk w/backup.	$59.95
G-166L-AP	Lab pack of 10.	$179.95
G-166B-AP3	3.5" disk w/backup.	$59.95
G-166L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6

G-167B-AP	5.25" disk w/backup.	$59.95
G-167L-AP	Lab pack of 10.	$179.95
G-167B-AP3	3.5" disk w/backup.	$59.95
G-167L-AP3	Lab pack of 10.	$179.95

MAIN IDEA GOLD RUSH

Critic's Choice

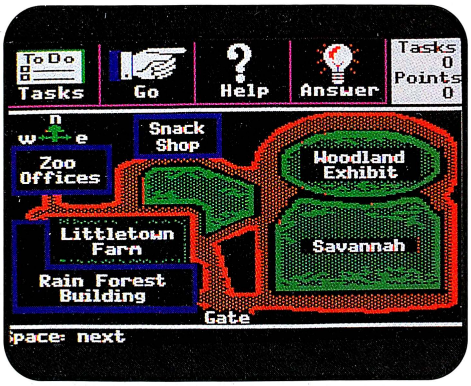
These disks provide drill in determining the main idea of a paragraph while simulating a journey West during the gold rush. Players move forward by correctly identifying the main idea of a paragraph. Requires 64K.

Reading Levels: 3 - 4

G-147B-AP	5.25" disk w/backup.	$59.95
G-147L-AP	Lab pack of 10.	$179.95
G-147B-AP3	3.5" disk w/backup.	$59.95
G-147L-AP3	Lab pack of 10.	$179.95

Reading Levels: 5 - 6

G-148B-AP	5.25" disk w/backup.	$59.95
G-148L-AP	Lab pack of 10.	$179.95
G-148B-AP3	3.5" disk w/backup.	$59.95
G-148L-AP3	Lab pack of 10.	$179.95



LITTLETOWN ZOO

NEW '92 RELEASE

Grades: 3 - 4

Littletown Zoo focuses on the processes of reading, reading comprehension, fact-finding, and problem-solving. In a discovery-learning simulation, students are assistants to the director of the *Littletown Zoo*. They decide which animals to add to one of the exhibits in the zoo. The students find out about animals, zoos, and the exhibits in the zoo. They find out about these things by completing reading-comprehension activities such as finding the main idea, locating facts, and making inferences and drawing conclusions. The answers to tasks are in a variety of documents: each animal has a data card, a letter from a zoo visitor, and a record from a zookeeper. Other readings cover zoos and animals. When they are ready, the students select the best animals to place in their particular exhibit. The program is designed for repeated use so students can re-read, select, and answer new reading tasks. Requires 128K.

MEC-292 -AP	5.25" disk.	$59.00
MEC-292L-AP	Lab pack of 5.	$129.00
MEC-292 -AP3	3.5" disk.	$59.00
MEC-292L-AP3	Lab pack of 5.	$129.00

FLIGHTS INTO FICTION

Grades: 3 - 6

Flights Into Fiction lets your students relive stories they have already read and will spark their interest in stories they haven't read. Students are invited to look into Grendel's magic crystal ball. As they gaze, they will suddenly find themselves face to face with the main character of a well-known story. Their job is to reveal the person's identity using clues supplied by Grendel's crystal ball. Clues such as the character's personality or appearance, the story's settings, or the other figures who play an important role in the story can be chosen. Plus, a special editing mode lets you change the clues and even allows you to replace our stories with new ones of your choice. Requires 64K.

Complete Set

FM-7110B-AP	5.25" disk w/backup.	$109.00
FM-7110L-AP	Lab pack of 12.	$327.00
FM-7110B-AP3	3.5" disk w/backup.	$109.00
FM-7110L-AP3	Lab pack of 12.	$327.00

FAIRY TALES

Snow White and the Seven Dwarfs, Rumpelstiltskin, King Midas and the Golden Touch, The Pied Piper of Hamlin, and The Emperor's New Clothes. Requires 64K.

FM-7111B-AP	5.25" disk w/backup.	$45.00
FM-7111L-AP	Lab pack of 12.	$135.00
FM-7111B-AP3	3.5" disk w/backup.	$45.00
FM-7111L-AP3	Lab pack of 12.	$135.00

CLASSIC STORIES

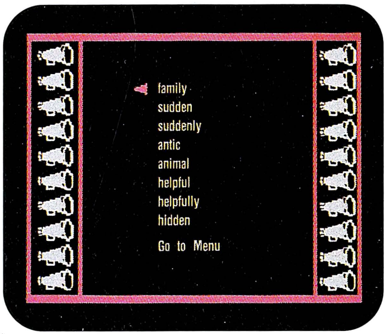
The Adventures of Robin Hood, Alice in Wonderland, The Wizard of Oz, The Wind in the Willows, and Rip van Winkle. Requires 64K.

FM-7112B-AP	5.25" disk w/backup.	$45.00
FM-7112L-AP	Lab pack of 12.	$135.00
FM-7112B-AP3	3.5" disk w/backup.	$45.00
FM-7112L-AP3	Lab pack of 12.	$135.00

MODERN STORIES

Mary Poppins, Pippi Longstocking, Charlie and the Chocolate Factory, Charlotte's Web, and The Cat in the Hat. Requires 64K.

FM-7113B-AP	5.25" disk w/backup.	$45.00
FM-7113L-AP	Lab pack of 12.	$135.00
FM-7113B-AP3	3.5" disk w/backup, 64K.	$45.00
FM-7113L-AP3	Lab pack of 12.	$45.00



SYLLASEARCH I, II, III, AND IV

Grades: 3 - 6

Students learn how to read multi-syllable words accurately and automatically with this fast-action game that uses actual human speech for instruction, feedback and correction. Students learn as they see and hear words, analyze words to find particular syllables, and synthesize syllables to form words. The program progresses from two-syllable words containing high-frequency syllables (funny, cancel) to four-syllable words with lower-frequency syllables that require reinforcement (conversation, abbreviate). Requires 48K.

Syllasearch I Grade 3

For use with Supertalker		
DLM-4500-AP	5.25" disk only.	$99.00
For use with Echo II, IIc		
DLM-6100-AP	5.25" disk only.	$99.00

Syllasearch II Grades 3 - 4

For use with Supertalker		
DLM-4600-AP	5.25" disk only.	$99.00
For use with Echo II, IIc		
DLM-6200-AP	5.25" disk only.	$99.00

Syllasearch III Grades 4 - 5

For use with Supertalker		
DLM-4700-AP	5.25" disk only.	$99.00
For use with Echo II, IIc		
DLM-6300-AP	5.25" disk only.	$99.00

Syllasearch IV Grades 5 - 6

For use with Supertalker		
DLM-4800-AP	5.25" disk only.	$99.00
For use with Echo II, IIc		
DLM-6400-AP	5.25" disk only.	$99.00

B-004	Supertalker.	$159.95
Echo II for II+, IIe, IIGS+		
B-002	See page 17 for description.	$129.95

READING FOR MEANING

> *"Students enjoy this format and are motivated by the colorful graphics and sound...A- rating."*
> - Software Reports

Familiar rhymes and songs are used as tools to help children develop comprehension skills. Each package includes 50 different rhymes accompanied by colorful pictures. Each rhyme is followed by a series of questions emphasizing factual and inferential comprehension. Correct answers are rewarded with well-known melodies. All rhymes and questions can be modified and a number of design options are included, such as lesson termination if too easy or difficult and repetition of missed items.

LEVEL 1

Grades: 3 - 4

Skills included are: recall of facts and details, vocabulary definition, and sequencing. Requires 48K.

H-0911B-AP	5.25" disk w/backup	$49.95
H-0911L-AP	Lab pack of 5.	$119.95
H-0911B-AP3	3.5" disk w/backup,.	$49.95
H-0911L-AP3	Lab pack of 5.	$119.95

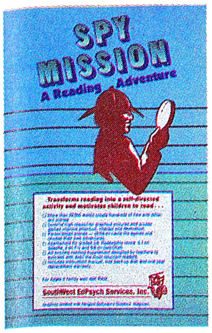
LEVEL 2

Grades: 3 - 4

This second level of *Reading For Meaning* emphasizes inferential comprehension skills such as: making inferences, predicting outcomes, drawing conclusions, and finding main ideas. Requires 48K.

H-0912B-AP	5.25" disk w/backup,.	$49.95
H-0912L-AP	Lab pack of 5.	$119.95
H-0912B-AP3	3.5" disk w/backup,.	$49.95
H-0912L-AP3	Lab pack of 5.	$119.95

SPY MISSION: A READING ADVENTURE



Grades: 3 - 6

This program transforms reading into a self-directed activity and motivates children to read. More than 20,000 words create hundreds of new and different stories. Colorful high resolution graphics, pictures and arcade games improve attention, interest and motivation. Requires 48K.

SEP-142B-AP 5.25" disk w/backup.	$39.95
SEP-142L-AP Lab pack of 5.	$119.95
SEP-142B-AP3 3.5" disk w/backup.	$39.95
SEP-142L-AP3 Lab pack of 5.	$119.95

DEVELOPING READING POWER

Grades: 3 - 6

Utilizing the effective cloze technique, this highly motivating program promotes reading comprehension and the ability to use syntactic and semantic clues to fill in the correct word. Students are supplied with signal word clues, and correct answers with explanations are given to reduce student frustration. The game-like format of a rocket to the moon helps motivate students. Requires 48K.

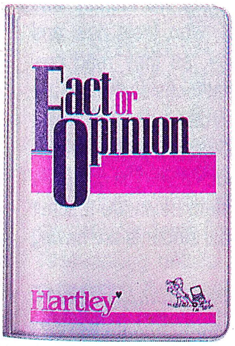
Grades 3 - 4

MNS-153-AP 5.25" disk only.	$49.95
MNS-153L-AP Lab pack of 5.	$129.95

Grades 5 - 6

MNS-152-AP 5.25" disk only.	$49.95
MNS-152L-AP Lab pack of 5.	$129.95

FACT OR OPINION

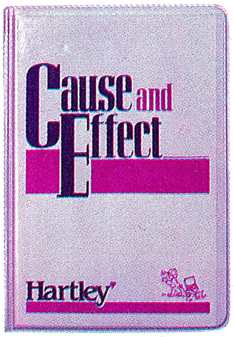


Grades: 3 - 6

All of us are bombarded in our daily lives with opinions masquerading as facts. This clever program helps young students learn to distinguish between the two - a skill that will serve them well as they grow into adults! The lessons begin at the third grade level and vocabulary gradually increases in difficulty. In each lesson, a statement is given to the student. The student must then decide if the statement is a fact or an opinion. If the student misses the question, the computer explains why the answer was incorrect, emphasizing key words or ideas. All lessons and explanations can be modified by the teacher. The computer keeps complete records of individual and class progress. Teacher's Guide is included. Requires 48K.

H-1111B-AP 5.25" disk w/backup.	$49.95
H-1111L-AP Lab pack of 5.	$119.95
H-1111B-AP3 3.5" disk w/backup.	$49.95
H-1111L-AP3 Lab pack of 5.	$119.95

CAUSE AND EFFECT



Grades: 3 - 6

Seven instructional lessons, each followed by review lessons will help your students understand this difficult skill. "Clue" words are introduced but used with caution. Information and instructions are given followed by a short sentence or paragraph. The student must decide if the underlined phrase is the *cause* or the *effect*. If a question is missed, an explanation is given to the student. All content is completely modifiable by the teacher. The computer keeps individual and class records. Teacher's Guide is included. Requires 48K.

H-1114B-AP 5.25" disk w/backup.	**$49.95**
H-1114L-AP Lab pack of 5.	**$119.95**
H-1114B-AP3 3.5" disk w/backup.	**$49.95**
H-1114L-AP3 Lab pack of 5.	**$119.95**

TALES FROM THE ARABIAN NIGHTS

Grades: 3 - 7

ALADDIN'S LAMP, THE EBONY HORSE, ALI BABA Each story has its own glossary for vocabulary building. The main learning objectives are to enhance Reading Comprehension, Creative Writing and Language Arts Skills. The program disk contains over 600 multiple choice and fill-in reading and vocabulary questions. Also included is a built-in word processor and a Quiz Maker authoring system to create your own questions and answers. For extra value, there is a graphic Arabian Match Game for developing memory and concentration skills.

Apple Requires 48K

UN-011B-AP 5.25" disk w/backup.	$49.95
UN-011L-AP Lab pack of 5.	$119.95

Apple IIGS TALKING 768K

UN-011B-GS 5.25" disk w/backup.	$69.95
UN-011L-GS Lab pack of 5.	$169.95

MAGICAL MYTHS

Grades: 3 - 7

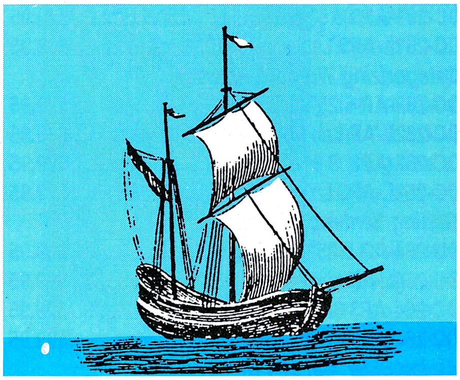
Introduce your children to the wonders of the ancient Greek Myths. Magical Myths includes three animated stories: Creation Of The Gods, Pandora's Box, and King Midas. Included are over 600 reading comprehension and vocabulary questions as well as a Mythical Match Game for memory building and Myth Maker word processor. The self-authoring system allows you to write your own stories and print them out, and create your own questions and answers.

Apple Requires 48K

UN-010B-AP 5.25" disk , w/backup.	$49.95
UN-010L-AP Lab pack of 5.	$119.95

Apple IIGS TALKING Requires 786K

UN-010B-GS 3.5" disk, w/backup.	$69.95
UN-010L-GS Lab pack of 5.	$169.95



THE ADVENTURES OF SINBAD

Grades: 3 - 7

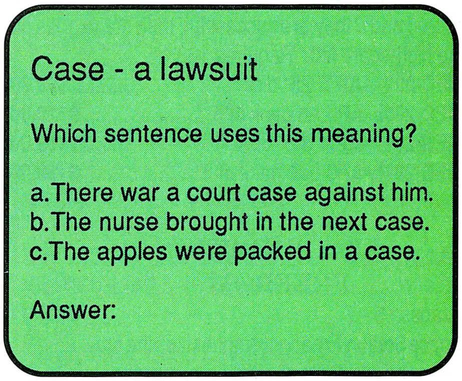
Journey along with Sinbad as he sets out to earn his fortune and see the world. Exciting, animated graphics will capture your children's interest and imagination while building their vocabulory and reading skills. Over 600 Reading Comprehension and Synonym and Antonym questions are based on the built-in word processor. Quiz Maker and Concentration Game.

Apple Requires 48K

UN-22B-AP 5.25" disk w/backup.	$49.95
UN-22L-AP Lab pack of 5.	$119.95

Apple IIGS TALKING Requires 768K

UN-22B-GS w/backup.	$69.95
UN-22L-GS Lab pack of 5.	$169.95



Case - a lawsuit

Which sentence uses this meaning?

a. There war a court case against him.
b. The nurse brought in the next case.
c. The apples were packed in a case.

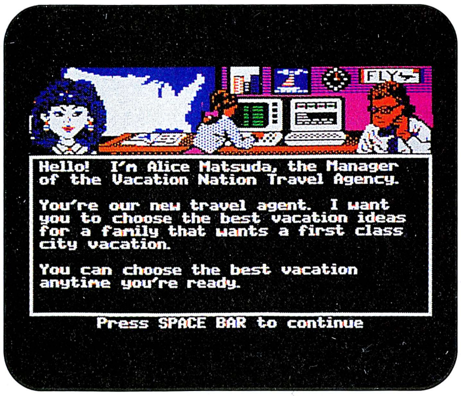
Answer:

MULTIPLE MEANINGS

Grades: 4 - 6

This is a detailed treatment of common words with multiple meanings. Words are introduced with definitions and examples. The student must then select the correct use of the word to match the particular meaning given. The student is encouraged to substitute the meaning of a word for the word itself to test its meaning. The student is given experience working with a number of different meanings for the same word. If a student misses a word more than once, an explanation is given.

H-1113B-AP 5.25" disk w/backup, 48K.	$49.95
H-1113L-AP Lab pack of 5.	$119.95
H-1113B-AP3 3.5" disk w/backup, 48K.	$49.95
H-1113L-AP3 Lab pack of 5.	$119.95



Hello! I'm Alice Matsuda, the Manager of the Vacation Nation Travel Agency.

You're our new travel agent. I want you to choose the best vacation ideas for a family that wants a first class city vacation.

You can choose the best vacation anytime you're ready.

Press SPACE BAR to continue

VACATION NATION TRAVEL

NEW '92 RELEASE

Grades: 4 -6

In a discovery-learning simulation, students are travel agents at *Vacation Nation Travel* - a travel agency. They decide which vacation ideas to suggest for the next customer. The program focuses on the processes of reading, reading comprehension, fact-finding, and problem-solving. First, they find out about the travel industry, background information, and the kinds of vacations people can take. Students find out about these things by choosing tasks. Tasks are reading comprehension activities such as finding the main idea, locating supporting facts, and separating fact from opinion. They find the answers to tasks in a variety of documents. Each vacation has a data card, a letter of recommendation, and a description. Other readings cover tourism, travel agents, vacation planning, and different types of vacations. When they are ready, they select the best ideas for a customer that wants a particular kind of vacation. Their choices are scored and if they are successful, their name goes on the high-score list. Requires 128K.

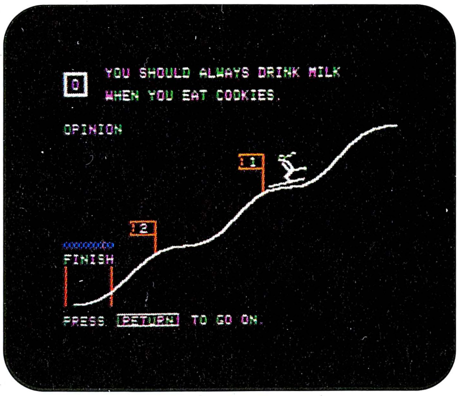
MEC-291 -AP 5.25" disk	$59.00
MEC-291L-AP Lab pack of 5.	$129.00
MEC-291 -AP3 3.5" disk	$59.00
MEC-291L-AP3 Lab pack of 5.	$129.00

SPACE STATION FREEDOM

Grades: 5 - 7

Space Station Freedom emphasizes the process and strategy of reading comprehension. Students complete fact-finding tasks that cover such comprehension skills as main idea, supportive details, and fact or opinion. They find out about the space station, its missions, and the people who want to travel on these missions. They then select who should go on the next one. Their selections are scored and, if successful, their names are added to the high-score list, making them experts on the space station and on strategic reading. Space Station Freedom has a wide range of potential candidates for different space missions to keep it fresh and exciting each time the students play. Requires 128K.

MEC-290B-AP 5.25" disk, w/backup.	$59.00
MEC-290L-AP Lab pack of 5.	$129.00
MEC-290B-AP3 3.5" disk, w/backup.	$59.00
MEC-290L-AP3 Lab pack of 5.	$129.00



0 YOU SHOULD ALWAYS DRINK MILK WHEN YOU EAT COOKIES.

OPINION

PRESS RETURN TO GO ON.

ALPINE SKIER

Grades: 4 - 7

As students watch, a skier breaks from the top of a slalom course, skis down the slope, then pauses briefly at the first gate. A phrase or sentence and appropriate response appears on the screen. If the answer is correct, the skier proceeds down the slope to gate number two and the question-answer procedure is repeated. If the student answers correctly the second time, the skier races on down the hill and across the finish line. Any time an incorrect answer is given, however, the skier "wipes out" (complete with snow-flying graphics) and the student loses that race. Requires 48K.

Determining Fact and Opinion

DC-260-AP 5.25" disk.	$29.95
DC-260L-AP Lab pack of 10.	$99.95
DC-260-AP3 3.5" disk.	$29.95
DC-260L-AP3 Lab pack of 10.	$99.95

Seeing Cause and Effect

DC-261-AP 5.25" disk.	$29.95
DC-261L-AP Lab pack of 10.	$99.95
DC-261-AP3 3.5" disk.	$29.95
DC-261L-AP3 Lab pack of 10.	$99.95

Categorizing Words & Phrases

DC-262-AP 5.25" disk.	$29.95
DC-262L-AP Lab pack of 10.	$99.95
DC-262-AP3 3.5" disk.	$29.95
DC-262L-AP3 Lab pack of 10.	$99.95

Getting Sentence Meanings

DC-264-AP 5.25" disk.	$29.95
DC-264L-AP Lab pack of 10.	$99.95
DC-264-AP3 3.5" disk.	$29.95
DC-264L-AP3 Lab pack of 10.	$99.95

Alpine Skier, set of 4 Disks

DC-265-AP 5.25" disk.	$113.75
DC-265L-AP Lab pack of 10.	$349.25
DC-265-AP3 3.5" disk.	$113.75
DC-265L-AP3 Lab pack of 10.	$349.25

THE READING WORKSHOP

Grades: 4 - 9

This program helps your students understand and apply reading skills. As they read selections from an impressive array of popular literature, they become participants in 10 separate reading and language arts activities. Includes the following: Sequence, Word Scramble, Clue Words, Word Builders, Reading & Writing, Reading Quiz, Missing Letters, Punctuation, Parts of Speech, or Read Only. Requires 64K.

Grade 4

MNS-001D-AP 5.25" disk only.	$99.95
MNS-001DL-AP Lab pack of 5.	$249.90

Grade 5

MNS-002E-AP 5.25" disk only.	$99.95
MNS-002EL-AP Lab pack of 5.	$249.90

Grade 6

MNS-003F-AP 5.25" disk only.	$99.95
MNS-003FL-AP Lab pack of 5.	$249.90

Grade 7

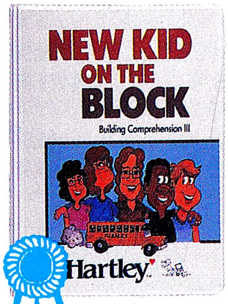
MNS-004G-AP 5.25" disk only.	$99.95
MNS-004GL-AP Lab pack of 5.	$249.90

Grade 8

MNS-005H-AP 5.25" disk only.	$99.95
MNS-005HL-AP Lab pack of 5.	$249.90

Grade 9

MNS-006I-AP 5.25" disk only.	$99.95
MNS-006IL-AP Lab pack of 5.	$249.90



NEW KID ON THE BLOCK

Grades: 5 - 6

Focusing on higher level inferential comprehension skills, three disks present true-to-life stories of what happens as the new kid in school tries to cope. Your students will identify with Jodi, who feels new and alone, as they read creative, funny stories that focus on the frustrations of adolescence. The fourth disk is a tutorial which includes both remediation and enrichment activities. All stories and questions are modifiable. The complete diagnostic record keeping system helps the teacher identify areas in which individual students are having difficulty. Requires 48K.

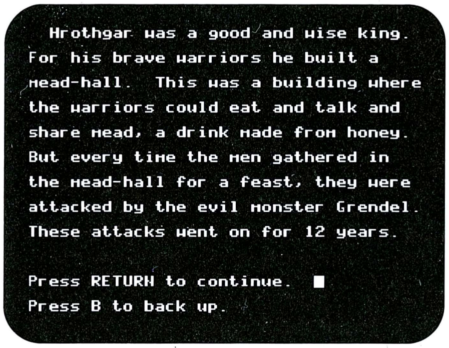
H-1040B-AP 5.25" disk w/backup.	$89.95
H-1040L-AP Lab pack of 5.	$219.95
H-1040B-AP3 3.5" disk w/backup.	$89.95
H-1040L-AP3 Lab pack of 5.	$219.95

MOVIN' ON

Grades: 6 - 7

Movin' on provides still more adventures of Jodi, Jeremy, Jason and Anna. This material offers further practice in the comprehension skills, with special attention to literary techniques and concerns, including consideration of author's purpose, style, characterization, mood and theme. Specially designed worksheets and suggested activities help practice the skill of previewing-using prior knowledge to prepare for purposeful reading. Content is modifiable and record keeping is included. Requires 48K.

H-1041B-AP 5.25" disk, w/backup.	$84.95
H-1041L-AP Lab pack of 5.	$189.95
H-1041B-AP3 3.5" disk, w/backup.	$84.95
H-1041L-AP3 Lab pack of 5.	$189.95



```
  Hrothgar was a good and wise king.
For his brave warriors he built a
mead-hall.  This was a building where
the warriors could eat and talk and
share mead, a drink made from honey.
But every time the men gathered in
the mead-hall for a feast, they were
attacked by the evil monster Grendel.
These attacks went on for 12 years.

Press RETURN to continue. █
Press B to back up.
```

CONTENT AREA READING

Critic's Choice

Grades: 5-6

This series of four microcomputer disks provides practice in reading articles from four content areas (science, mathematics, social studies, and literature), motivates students with an arcade-style reward game, gives teachers control over several aspects of the program, and includes a student management system. Each disk provides tutorial information explaining how different reading skills can be used to effectively comprehend particular content area materials.

Students choose one of the five articles to read and then, after reading it, answer questions pertaining to the article. Questions are divided into six categories of comprehension skills: main idea, vocabulary, details, fact or opinion, sequence, and inference. Each article has a total bank of 58 questions, and the teacher can determine how many questions are presented in a run. Requires 64K.

Science

G-108B-AP 5.25" disk w/backup.	$59.95
G-108L-AP Lab pack of 10.	$179.95
G-108B-AP3 3.5" disk w/backup.	$59.95
G-108L-AP3 Lab pack of 10.	$179.95

Math

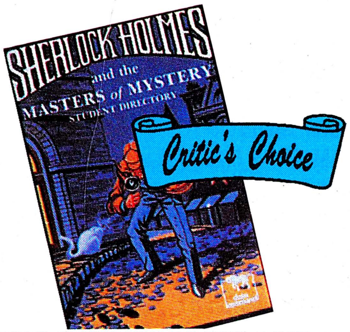
G-111B-AP 5.25" disk w/backup.	$59.95
G-111L-AP Lab pack of 10.	$179.95
G-111B-AP3 3.5" disk w/backup.	$59.95
G-111L-AP3 Lab pack of 10.	$179.95

Social Studies

G-110B-AP 5.25" disk w/backup.	$59.95
G-110L-AP Lab pack of 10.	$179.95
G-110B-AP3 3.5" disk w/backup.	$59.95
G-110L-AP3 Lab pack of 10.	$179.95

Literature

G-109B-AP 5.25" disk w/backup.	$59.95
G-109L-AP Lab pack of 10.	$179.95
G-109B-AP3 3.5" disk w/backup.	$59.95
G-109L-AP3 Lab pack of 10.	$179.95



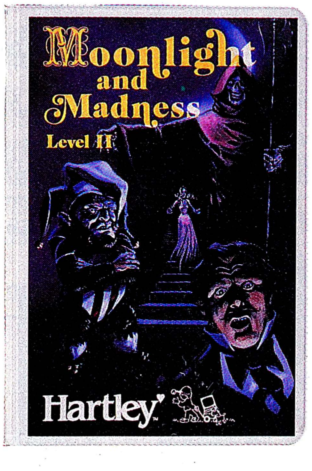
SHERLOCK HOLMES AND THE MASTERS OF MYSTERY

Grades: 5 - 8, 7 - 9 remedial

An innovative program to build reading comprehension skills, this program capitalizes on the computer's branching capabilities to lead students along a trail of mystery. Students find they can't afford to overlook case-making details! As they read to solve, they experience these crucial steps in critical thinking; observing, hypothesizing, testing their hypotheses and drawing conclusions.

Sherlock Holmes and the Masters of Mystery promotes self-motivated thinking in the classroom. While "nailing the details," students reflect on what they have comprehended and anticipate their discoveries. In the process they must think logically, and categorize information according to its usefulness. In addition they gain proficiency in referencing skills as they use an accompanying Student Directory to plan their moves in pursuit of evidence. Requires 48K.

DC-330-AP 5.25" disk.	$79.95
DC-330L-AP Lab pack of 10.	$239.85
DC-330-AP3 3.5" disk.	$79.95
DC-330L-AP3 Lab pack of 10.	$239.85



MOONLIGHT AND MADNESS

Grades: 7 - 12

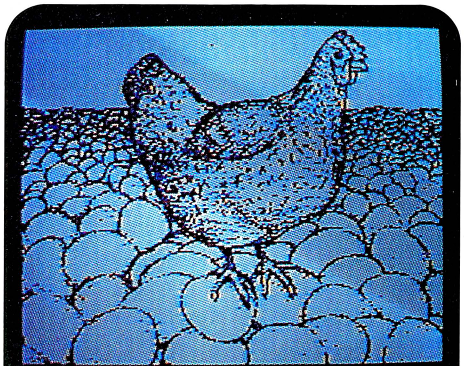
"The Lottery," "Tell-Tale Heart" and "The Most Dangerous Game" are just a few of the classic short stories in this high-interest, low reading level package. These captivating stories have been carefully abridged and adapted to a third-grade reading level. Questions related to the stories provide practice in skills such as characterization, main idea, mood and vocabulary development. Requires 48K.

Moonlight & Madness 1

H-1032B-AP Two 5.25" disks w/backups.	$59.95
H-1032L-AP Lab pack of 5.	$139.95
H-1032B-AP3 Two 3.5" disks w/backups.	$59.95
H-1032L-AP3 Lab pack of 5.	$139.95

Moonlight & Madness 2

H-1034B-AP Two 5.25" disks w/backups.	$69.95
H-1034L-AP Lab pack of 5.	$149.95
H-1034B-AP3 Two 3.5" disks w/backups.	$69.95
H-1034L-AP3 Lab pack of 5.	$149.95



READING COMPREHENSION

Grades: 5 & up

The first package teaches the basic reading skills: how to identify the main idea, recall details, put things in order, and draw conclusions. In addition, 4 practice packages give them a chance to apply the four basic skills as they read and react to 10 informative stories in each package.

FOUR BASIC READING SKILLS

This program includes: How to recall details, How to Identify the Main Idea, How to Draw Conclusions, How to Put things in Order

Requires 48K.

BB-RC01-AP 5.25" disk only.	$69.00
BB-RC01L-AP Lab pack of 5.	$139.00

BASIC SKILLS PRACTICE A

Subjects covered in this unit are: A Bicycle Trip, Fish for the Queen, Rent-A-Cow, Asparagus, and People Bites. Requires 48K.

BB-RC02-AP 5.25" disk only.	$69.00
BB-RC02L-AP Lab pack of 5.	$139.00

BASIC SKILLS PRACTICE B

Subjects covered in this unit are: A Fisherman's Catch, Dieting, Toadstools, Prehistoric Life, and The Face of the Moon. Requires 48K.

BB-RC03-AP 5.25" disk only.	$69.00
BB-RC03L-AP Lab pack of 5.	$139.00

BASIC SKILLS PRACTICE C

Subjects covered in this unit are: Tiny Nibbling Rabbits, Sleep Without Snoring, A Pretty Fancy Fur, An Insect Sense, and A Lost Ocean Liner. Requires 48K.

BB-RC04-AP 5.25" disk only.	$69.00
BB-RC04L-AP Lab pack of 5.	$139.00

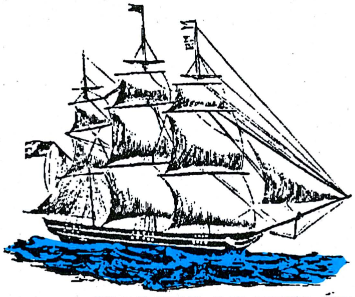
BASIC SKILLS PRACTICE D

Subjects covered in this unit are: A Most Popular Pet, A Little Glitter, The Old Globe, The Longest Day, and Right Things. Requries 48K.

BB-RC05-AP 5.25" disk only.	$69.00
BB-RC05L-AP Lab pack of 5.	$139.00

READING FOR COMPREHENSION

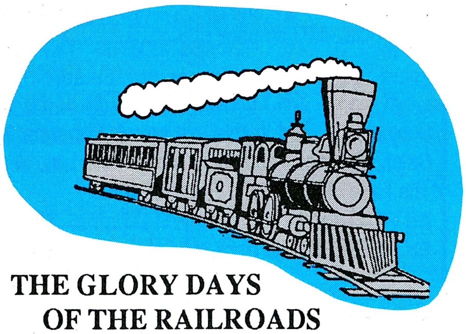
Each of 40 programs, in eight adventure-packed topics, consists of a carefully structured story (5 student readers per set) and its accompanying diskette of reading comprehension and retention exercises. Students read stories from a text, and follow up with a series of computer based language arts activities. The computer selects a difficulty level for exercises after students complete an initial true/false quiz. Then, students complete a series of exercises in one of three ascending levels of difficulty. *Reading For Comprehension* concludes by giving teachers a performance profile for up to 30 students. Requires 48K.



GHOSTS OF THE SEA

Grades: 4 - 6

The Ghosts of Georges Bank
LG-M103-AP 5.25" disk w/backup. **$59.00**
The White Stallion Ghosts
LG-M105-AP 5.25" disk w/backup. **$59.00**
Ocean-Born Mary
LG-M107-AP 5.25" disk w/backup. **$59.00**
The Flying Dutchman
LG-M109-AP 5.25" disk w/backup. **$59.00**
Complete Series of 4 Programs
LG-M101-AP 5.25" disk w/backup. **$229.00**



THE GLORY DAYS OF THE RAILROADS

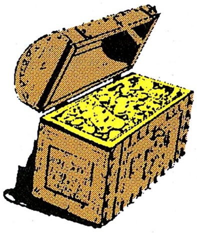
Grades: 7 - 12

The Iron Horse
LG-M113-AP 5.25" disk w/backup. **$59.00**
Workin' On The Railroad
LG-M115-AP 5.25" disk w/backup. **$59.00**
Great Train Robberies
LG-M117-AP 5.25" disk w/backup. **$59.00**
Lonesome Whistle
LG-M119-AP 5.25" disk w/backup. **$59.00**
Complete Series of 4 Programs
LG-M111-AP 5.25" disk w/backup. **$229.00**

UNDER THE JOLLY ROGER

Grades: 7-9

Scourge Of The Seas
LG-M123-AP 5.25" disk w/backup. **$59.00**
Deadlier Than Male
LG-M125-AP 5.25" disk w/backup. **$59.00**
Pirate Of Honor?
LG-M127-AP 5.25" disk w/backup. **$59.00**
The Pirate Who Never Was
LG-M129-AP 5.25" disk w/backup. **$59.00**
Complete Series Of 4 Programs
LG-M121-AP 5.25" disk w/backup. **$229.00**



NEPTUNE'S GOLD

Grades: 7 - 9

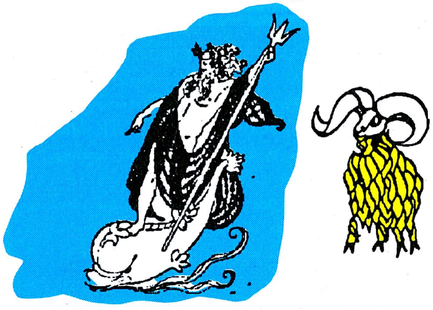
The Reef Of Gold
LG-M133-AP 5.25" disk w/backup. **$59.00**
The Elusive Treasure
LG-M135-AP 5.25" disk w/backup. **$59.00**
Gold At 60 Fathoms
LG-M137-AP 5.25" disk w/backup. **$59.00**
Wartime Gold
LG-M139-AP 5.25" disk w/backup. **$59.00**
Complete Series Of 4 Programs
LG-M131-AP 5.25" disk w/backup. **$229.00**

Lab packs of 5 disks are available. Use item number shown and add "L".
LG-####L-AP **$118.00**

FAMOUS MYSTERIES

Grades: 7 - 9

Dr. Jekyll & Mr. Hyde
LG-M143-AP 5.25" disk w/backup. **$59.00**
The Hounds Of The Baskervilles
LG-M145-AP 5.25" disk w/backup. **$59.00**
A Dying Man's Confession
LG-M149-AP 5.25" disk w/backup. **$59.00**
The Black Cat
LG-M151-AP 5.25" disk w/backup. **$59.00**
The Bluebeard Mysteries
LG-M152-AP 5.25" disk w/backup. **$59.00**
Lizzie Borden
LG-M153-AP 5.25" disk w/backup. **$59.00**
Complete Set Of 6 Programs
LG-M141-AP 5.25" disk w/backup. **$349.00**



GREEK & ROMAN MYTHOLOGY

Grades: 7 - 12

Poseiden & Athena
LG-M163-AP 5.25" disk w/backup. **$59.00**
Psyche & Eros
LG-M165-AP 5.25" disk w/backup. **$59.00**
Pyramus & Thebe
LG-M167-AP 5.25" disk w/backup. **$59.00**
Jason & The Golden Fleece
LG-M169-AP 5.25" disk w/backup. **59.00**
Theseus, Hero Of Greece
LG-M171-AP 5.25" disk w/backup. **$59.00**
Daedalus & Icarus
LG-M173-AP 5.25" disk w/backup. **$59.00**
Complete Series Of 6 Programs
LG-M161-AP 5.25" disk w/backup. **$349.00**

FACT OR OPINION?

Grades: 7 - 9

Bermuda Triangle
LG-M183-AP 5.25" disk w/backup. **$59.00**
The Big Horn Medicine Wheel
LG-M185-AP 5.25" disk w/backup. **$59.00**
Easter Island
LG-M187-AP 5.25" disk w/backup. **$59.00**
Vampires & Dracula
LG-M189-AP 5.25" disk w/backup. **$59.00**
The Mysterious Pyramid
LG-M191-AP 5.25" disk w/backup. **$59.00**
Mermaid? Dolphin?
LG-M193-AP 5.25" disk w/backup. **$59.00**
Complete Series Of 6 Programs
LG-M181-BP 5.25" disk w/backup. **$339.00**

MYTHS? MONSTERS? MYSTERIES?

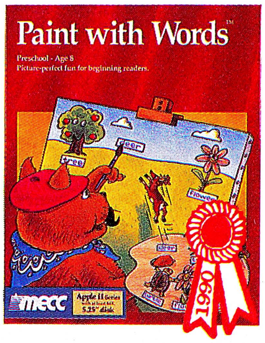
Grades: 7 - 9

Atlantis - Where Are You?
LG-M203-AP 5.25" disk w/backup. **$59.00**
UFOs - Are We Being Watched?
LG-M205-AP 5.25" disk w/backup. **$59.00**
The Abomidable Snowman - Myth Or Monster?
LG-M207-AP 5.25" disk w/backup. **$59.00**
Sasquatch - Fact Or Opinion?
LG-M209-AP 5.25" disk w/backup. **$59.00**
Witchcraft - An Evil To Fear?
LG-M211-AP 5.25" disk w/backup. **$59.00**
Reincarnation - Have We Lived Before?
LG-M213-AP 5.25" disk w/backup. **$59.00**
Complete Series Of 6 Programs
LG-M201-AP 5.25" disk w/backup. **$349.00**

Additional Student Readers
Each is a set of 5 books. Specify the program title and number; sustitute SR for the suffix shown.
LG-READER. **$9.95**

Additional Student Readers in sets of 5 books. specify the program title and number; substitute SR for the suffix shown.
BR-####-SR set of 5 books. .... **$9.95 ea**

PAINT WITH WORDS



Grades: PreK - 2
As children learn to recognize simple words on sight, the words turn into pictures right before their eyes! Kids can then create their own computer "paintings" from these same words or word pictures. Requires 64K

MEC-158 -AP 5.25" disk only ... $59.00
MEC-158L-AP Lab pack of 10. .... $129.00

VOCABULARY - DOLCH

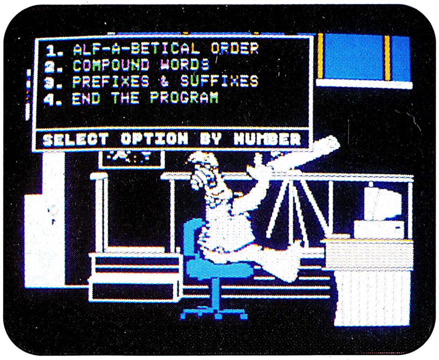
Grades:K - 3
This popular program contains word lists from the Dolch vocabulary, PreK through 3rd grade level, with additonal room for you to add your own word lists or modify those already on the disk. Using the Cassette Control Device (CCD), the teacher makes tapes to accompany the program. The student sees the word on the screen and tries to say it. Then the student hears the word (and hears the word used in context). After hearing the word, the student indicates whether he or she knows that word. All responses are stored so you can review the student's performance at a later time. CCD is required.
Requires 48K.
H-0405B-AP 5.25" disk w/backup. $49.95
H-0405L-AP Lab pack of 5. .... $99.95
H-0405B-AP3 3.5" disk w/backup. $49.95
H-0405L-AP Lab pack of 5. .... $99.95

CREATE - VOCABULARY

Grades: 1 - 4
Teachers can create up to 60 lessons of words or phrases on a disk. This is a practice disk - not a test disk. The student sees the word or phrase on the screen and tries to say it to himself. When ready, the student presses **Return** and hears the word either individually or in the context of a sentence.
Requires 48K.
H-0400B-AP 5.25" disk w/backup. $39.95
H-0400L-AP Lab pack of 5. .... $89.95
H-0400B-AP3 3.5" disk w/backup. $39.95
H-0400L-AP3 Lab pack of 5. .... $89.95

CASSETTE CONTROL DEVICE

You can use it with any cassette recorder having a remote control jack. Record vocabulary words, directions, definitions or any oral presentation on the tape. The tape will then be synchronized directly with the presentation on the computer.
H-CCD-A For Apple II+, IIe $79.95
H-CCD-C For Apple IIc. $79.95
H-CCD-G For Apple IIGS. $79.95



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1. ALF-A-BETICAL ORDER
2. COMPOUND WORDS
3. PREFIXES & SUFFIXES
4. END THE PROGRAM

SELECT OPTION BY NUMBER
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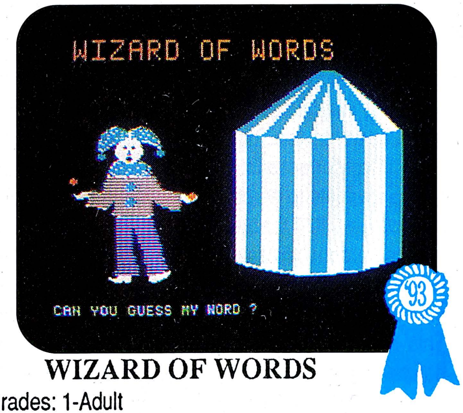
ALF'S WORLD OF WORDS

Grades: 1 - 6
Explore the fascinating and exciting *World of Words* with Alf! Alf will help you 'Alf'-abetize his special lists of words and even create new compound words! *Alf's World of Words* contains three educational games that teach alphabetizing, compound words, and suffixes and prefixes. A special section is also provided for parents and teachers, outlining the information presented in the lessons. These lessons are designed so students can run them on their own.
NSP-2027-AP 5.25" disk only. $14.95
NSP-2027L-AP Lab pack of 5. .... $39.00

MAGIC CASTLE VOCABULARY BUILDING

Grades: 1 - 8
The activities in this excellent program provide students with vocabulary practice and reinforcement in a game-like format. Additional words can be added to the 288 words provided by the program to individualize the activities for specific student needs. Cumulative record keeping for up to 40 students allows for monitoring student progress.
Red Level Grades: 1 - 4, Requires 64K.
MNS-1022-AP 5.25" disk only. $49.95
MNS-1022L-AP Lab pack of 5. .... $119.95
Blue Level Grades: 5 - 8, Requires 64K.
MNS-1021-AP 5.25" disk only. $49.95
MNS-1021L-AP Lab pack of 5. .... $119.95



WIZARD OF WORDS

Grades: 1-Adult
Explore a realm where learning language skills is an entrancing experience. Knights, heralds, jugglers, a princess, even a fire-breathing dragon help as the Wizard's wand makes 5 different word games appear. The Wizard creates his magic with a powerful list of 38,000 words. His comprehensive word list is keyed to 8 different learning levels to help players master more and more challenging language skills. Requires 48K.
AI-16-AP 5.25" disk only. $39.95

VOCABULARY MACHINE

Vocabulary machine
Critic's Choice

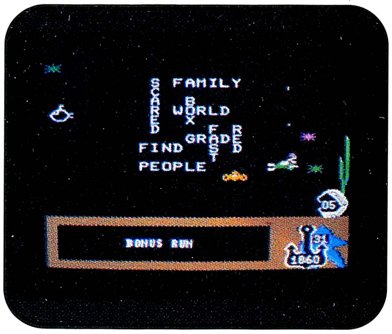
Grades: 1 - 12
Effective instructional software to improve reading vocabulary skills. This program contains more than 100 words and sentences to improve contextual analysis skills. With high resolution graphics and pictures to display each vocabulary word, teachers can use the vocabulary list included or customize the program by adding their own words and pictures. Contains a record keeping system that permits convenient progress reviews on 60 students. Requires 48K.
SEP-0405B-AP 5.25" disk w/backup. $49.95
SEP-0405L-AP Lab pack of 5. ....$119.95
SEP-0405B-AP3 3.5" disk w/backup. $49.95
SEP-0405L-AP3 Lab pack of 5. ....$119.95

FUNBUNCH

Grades: 1 - 12
Each program contains over 2000 words and phrases or definitions. Within the elementary and intermediate level, the word list can be accessed by grade. The college prep's vocabulary list can be accessed by any alphabetical sequence and also has a feature where you can get a definition for each word. The programs also allow you to enter your own words and phrases, and you can even save them to disk to use later, if you'd like. All versions have a built-in printer option which allows you to list the data for further review. Since the display delay is variable, Funbunch has proven to be an effective teaching tool for speed reading as well as remediation. Funbunch can be used to teach beginning reading by entering phonetic word lists, such as "at, fat, cat, rat..." etc. The beginning reader learns by a combination of sight and phonics. Funbunch brings these two techniques together. The built-in Computer Doodle is included as a reward for creative fun and helps children develop a positive attitude towards computer learning. Funbunch will help develop keyboard familiarity as well as language arts skills. Requires 48K.
Funbunch Elementary Grades: 1 - 6
UN-001B-AP 5.25" disk, w/backup. $49.95
UN-001L-AP Lab pack of 5. ....$119.95

Funbunch Intermediate Grades: 7 - 8
UN-002B-AP 5.25" disk, w/backup. $49.95
UN-002L-AP Lab pack of 5. ....$119.95

Funbunch College Prep Grades: 9 & 12
UN-003B-AP 5.25" disk, w/backup. $49.95
UN-003L-AP Lab pack of 5. ....$119.95



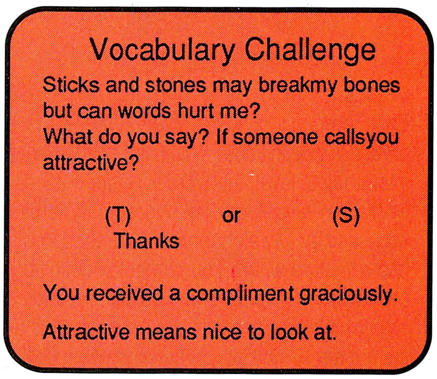
FAY: THE WORD HUNTER

Critic's Choice

Grades: 2 - 7

Fay: The Word Hunter uses a unique word search format to teach spelling. The program helps students master the 3000 most frequently used words, reinforcing their fundamental vocabulary. Requires 64K.

DT-03-AP 5.25" disk.	$49.00
DT-03L-AP Lab pack of 5.	$119.95
DT-03-AP3 3.5" disk.	$4900
DT-03L-AP3 Lab pack of 5.	$119.95



Vocabulary Challenge

Sticks and stones may breakmy bones but can words hurt me?

What do you say? If someone callsyou attractive?

(T) Thanks or (S)

You received a compliment graciously.

Attractive means nice to look at.

VOCABULARY CHALLENGE

Grades: 2 - 12

Vocabulary Challenge offers four activities that reinforce word association, analogy, word recognition, classification, and word definitions for more than 3,000 words. The word list has been carefully developed and tested to provide an extensive program of vocabulary development. Each activity includes multiple difficulty levels and provides immediate feedback to the student. The game-like format sustains student interest and motivation. Requires 48K.

MNS-1160-AP 5.25" disk only.	$49.95
MNS-1160L-AP Lab pack of 5.	$119.95

CRYPTO CUBE

Critic's Choice

Grades: 2 & up

The game screen consists of a rotating cube which shows four sides with squares similar to a crossword puzzle. The object of the game is to uncover words hidden behind the squares. Words are grouped into categories, such as animals, countries, and food groups. The word list can be exposed if the player needs help. Bonus letters and bonus points add to the game's excitement. Requires 64K.

"Best Microcomputer Software of the Year!"
- Learning Magazine

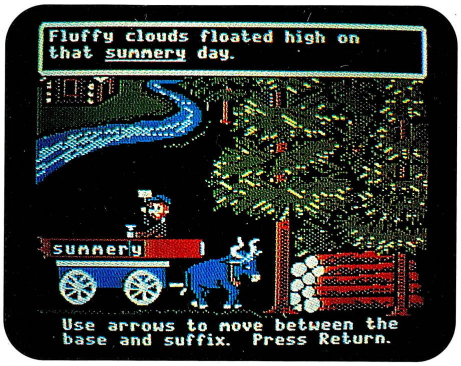
DW-101-AP 5.25" disk only.	$39.95

WORDS AT WORK CONTRACTION ACTION

Grades: 2 - 4

Contractions, one of the many unusual features of our language, can be quite confusing. With this entertaining package, students attempt to spell more than 50 common contractions and match them with their corresponding words. A painter and his dog lead the merry way through the game-like drills. Requires 48K.

MEC-1803 -AP 5.25" disk	$59.00
MEC-1803L-AP Lab pack of 5.	$129.00
MEC-1803 -AP3 3.5" disk	$59.00
MEC-1803L-AP3 Lab pack of 5.	$129.00



Fluffy clouds floated high on that sunnery day.

Use arrows to move between the base and suffix. Press Return.

WORDS AT WORK SUFFIX SENSE

Grades: 3 - 5

Suffixes will no longer stump your students after they use this package! Sixteen suffixes, such as ful, ness, and ous, are explored. Besides learning the meaning of suffixes, students will build their vocabularies and develop basic reading skills with this program.

Requires 48K

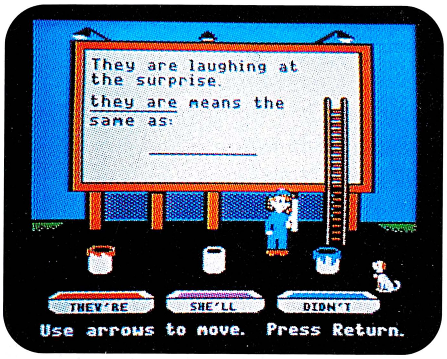
MEC-1823 -AP 5.25" disk	$59.00
MEC-1823L-AP Lab pack of 5.	$129.00
MEC-1823 -AP3 3.5" disk	$59.00
MEC-1823K-AP3 Lab pack of 5.	$129.00

BEAMER

Grades: 3 - 5, Remedial 6 - 7

Students rescue a stranded outer space alien by "beaming" him into a space ship. To do so the student must zap words standing between him and the alien by typing their correct affix or base. This fantasy game allows students to practice analyzing word structure without the drill. If the student responds correctly, the word is zapped with a ray from the spaceship. If a word is missed, it goes to the bottom of the list to be encountered again before the alien can be beamed up. This mastery learning feature assures proficiency before the session ends. The teacher (or student) chooses whether prefixes, suffixes, or base words will be used in each session. Because the computer randomly selects words from a list of almost 400, it provides for a new challenge each time. Includes Teacher's Guide with reproducible record chart. Requires 64K.

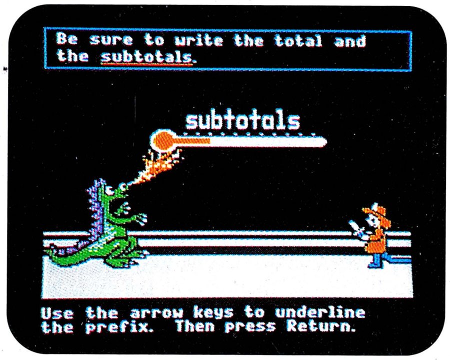
DC-192000B-AP 5.25" disk, w/backup.	$49.95
DC-192000L-AP Lab pack of 10.	$149.85
DC-192000B-AP3 3.5" disk, w/backup.	$49.95
DC-192000L-AP3 Lab pack of 10.	$149.95



They are laughing at the surprise.

they are means the same as: ________

Use arrows to move. Press Return.



Be sure to write the total and the subtotals.

Use the arrow keys to underline the prefix. Then press Return.

WORDS AT WORK PREFIX POWER

Grades: 3 - 6

Prefixes won't be a puzzle for your students any longer! Kids play three challenging games to help them learn to identify prefixes in words and define words containing prefixes. While practicing 16 common prefixes, they'll be entertained and aided by dragons, firefighters, and artists. Requires 48K.

MEC-1813 -AP 5.25" disk	$59.00
MEC-1813L-AP Lab pack of 5.	$129.00
MEC-1813 -AP3 5" disk	$59.00
MEC-1813L-AP3 Lab pack of 5.	$129.00

WORDS AT WORK COMPOUND IT!

Grades; 3 - 6

Compound words, another confusing aspect of English, are thoroughly explained as a clown and a cowpoke help students through a series of challenging word exercises. Kids get a real workout trying to recognize, understand, and use more than 170 compound words highlighted in this package.

Requires 48K.

MEC-1833 -AP 5.25" disk	$59.00
MEC-1833L-AP Lab pack of 5.	$129.00
MEC-1833 -AP3 3.5" disk	$59.00
MEC-1833L-AP3 Lab pack of 5.	$129.00

WORD FACTORY

Grades: 3 - 6

In this computerized learning module, students are shown how to unlock the meanings of hundreds of words by recognizing word patterns. The user learns how to create words by using prefixes, suffixes, and contractions. Students also have fun rhyming numerous words using the marvelous "Rhyming Machine."

Requires 64K.

OC-1500B-AP 5.25" disk only w/backup.	$8900
OC-1500L-AP Lab pack of 6.	$245.00

VOCABULARY DEVELOPMENT

Grades: 3 - 6

Give students practice at recognizing synonyms, antonyms, homophones, multiple meanings, prefixes, suffixes and using context clues to determine the meaning of unfamiliar words in this comprehensive vocabulary-building program! Includes more than 400 words in 44 multi-level lessons. Teachers may create their own exercises, set levels, choose automatic advancement, print, keep records. At the beginning of each exercise examples are given. Requires 64K.

XR-137-AP 5.25" disk.	$49.95
XR-137L-AP Lab pack of 6.	$119.95
XR-137-AP3 3.5" disk.	$49.95
XR-137L-AP3 Lab pack of 6.	$119.95

SNOOPY'S SKYWRITER SCRAMBLER

Grades: 3 - 6

The Flying Ace soars across the screen, ready to challenge you! The goal is to make as many words as possible from Snoopy's challenge word.

*Over forty different challenge words included

*Lets players design games by entering their own word

*Double-sided disk offers twice the fun for the price of one; Side one is for one or two players, side Two is a fast-paced dogfight between two opponents.

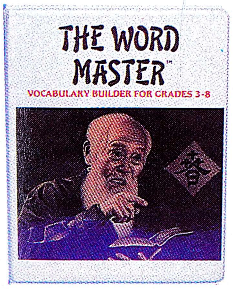
*Printed certificates reward the Word Ace.

Apple Requires 48K.

ASP-511799-AP 5.25" disk.	$29.95
ASP-511799L-AP Lab pack of 5.	$59.90

Apple IIGS Requires 1 MB.

ASP-511799-GS 3.5" disk.	$39.95
ASP-511799L-GS Lab pack of 5.	$79.90



THE WORD MASTER

Grades: 3 - 8

This program offers four educational activities designed to build word power skills.

Vocabulary Test - A placement test for grades 3 - 8 that will recommend an individualized learning plan dependent upon test results.

Master's Review - This program module is a data base of over 500 3rd - 8th grade words & definitions.

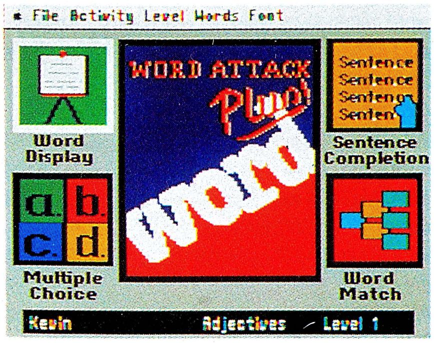
Vocabulary Challenge - Let the wise master test the knowledge attained on the Master's review. The students must match words with their meanings.

Master's Maze - An exciting maze game designed to build important vocabulary and comprehension skills. There are over 500 sentences to build word power.

The carefully sequenced activities enhanced by dazzling graphics will captivate students and make for an enjoyable learning experience. The extensive built-in data base, correlated to the 3rd-8th grade curriculum, will help students build their word power.

Apple IIGS TALKING Requires 1 MB.

UN-326B-GS with backup.	$69.95
UN-326L-GS Lab pack of 5.	$169.95



WORD ATTACK PLUS

Grades: 2 - Adult

Word Attack Plus teaches vocabulary with five different activities: Word Display, Multiple Choice, Sentence Completion (Teachers have the option to print out sentence completion tests for their students), Word Match, and Word Attack, an arcade style game. The different activities build on each other and include 10 levels. Add-ons for higher grades are available. To award outstanding scores, *Word Attack Plus* includes an option to print out a Certificate of Excellence with graphics.

Apple Requires 128K.

DA-300-AP 5.25" disk.	$59.95
DA-300L-AP Lab pack of 5.	$149.95
DA-300-AP3 3.5" disk.	$59.95
DA-300L-AP3 Lab pack of 5.	$149.95

Macintosh Requires 128K.

DA-300-MAC 3.5" disk.	$69.95
DA-300L-MAC Lab pack of 5.	$179.95

Additional Data Disks You must have the program disk to use. Are not available for the Macintosh.

Grades 2 - 3

DA-302-AP 5.25" disk.	$59.95
DA-302-AP3 3.5" disk.	$59.95

Grades: 4 - 5

DA-304-AP 5.25" disk.	$59.95
DA-304-AP3 3.5" disk.	$59.95

Grades: 6 - 7

DA-306-AP 5.25" disk.	$59.95
DA-306-AP3 3.5" disk.	$59.95

Grades: 8 - 9

DA-308-AP 5.25" disk.	$59.95
DA-308-AP3 3.5" disk.	$59.95

SAT Prep

DA-310-AP 5.25" disk.	$59.95
DA-310-AP3 3.5" disk.	$59.95

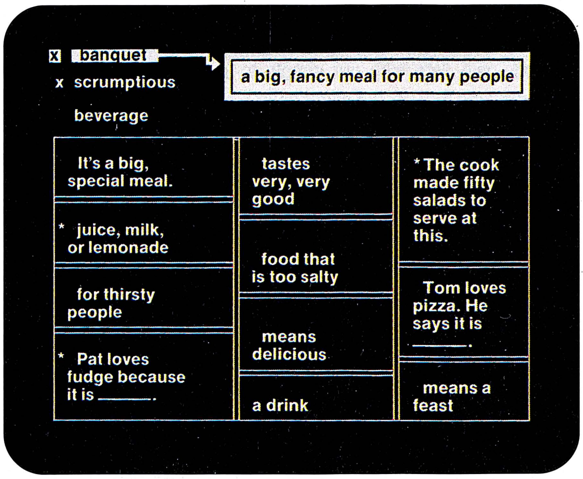
Roots & Affixes

DA-312-AP 5.25" disk.	$59.95
DA-312-AP3 3.5" disk.	$59.95

WORD WISE I, II, III

Grades: 4 - 8

Students hear the words and get all the spoken prompts and help messages they need to learn new words and their meanings with this new, fun-to-play game. Players challenge the computer or each other in matching words to definitions, explanations, and examples on the electronic game board. Players accumulate points by selecting correct match-up, some of which are worth bonus points. Exciting strategy comes into play as students earn additional points by connecting match-ups across the gameboard. Requires 64K, and an Echo speech synthesizer (see pg. 17). 5.25" disk only.



x banquet

x scrumptious

beverage

a big, fancy meal for many people

It's a big, special meal.

* juice, milk, or lemonade

for thirsty people

* Pat loves fudge because it is ______.

tastes very, very good

food that is too salty

means delicious

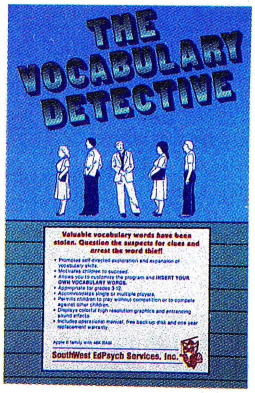
a drink

* The cook made fifty salads to serve at this.

Tom loves pizza. He says it is ______.

means a feast

Level 1 **DLM-16708-AP** .	$59.95
Level 2 **DLM-16709-AP** .	$59.95
Level 3 **DLM-16710-AP.**	$59.95



VOCABULARY DETECTIVE

Grades: 3 - 12

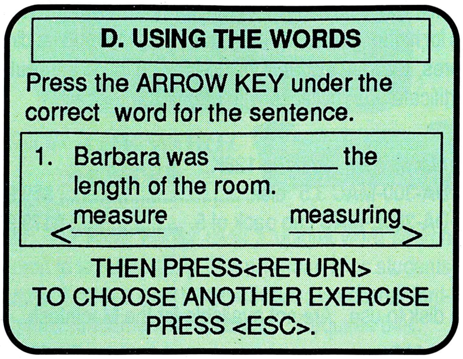
Valuable vocabulary words have been stolen. Question the suspects for clues and arrest the word thief! This motivates children to succeed, while allowing you to customize the program and insert your own vocabulary words. It also permits children to play without competition, or to compete against other children. Requires 48K.

SEP-1206B-AP 5.25" disk w/backup.	$49.95
SEP-1206L-AP Lab pack of 5.	$129.00
SEP-1206B-AP3 3.5" disk w/backup.	$49.95
SEP-1206L-AP3 Lab pack of 5.	$129.00

CLOZE VOCABULARY

Grades: 2 - 5

This multi-level program helps to reinforce comprehension skills while increasing student's vocabulary. Each grade level comes in 3 levels, each increasing in difficulty. When a student asks for "help" the exercises give dictionary entries and supply context clues. This valuable program can be used to reinforce long-term word recognition skills, improve word memory. Increase basal word growth, improve comprehension and improve spelling ability. Requires 48K.



D. USING THE WORDS

Press the ARROW KEY under the correct word for the sentence.

1. Barbara was _________ the length of the room.

measure measuring

THEN PRESS<RETURN>
TO CHOOSE ANOTHER EXERCISE
PRESS <ESC>.

Grade: 2 , 5.25" disks only

AV-CAM2110-AP	Level 2.0 - 2.3.	$199.00
AV-CAM2120-AP	Level 2.4 - 2.7.	$199.00
AV-CAM2130-AP	Level 2.8 - 3.0.	$199.00

Grade: 3 , 5.25" disks only

AV-CAM3110-AP	Level 3.0 - 3.3.	$199.00
AV-CAM3120-AP	Level 3.4 - 3.7.	$199.00
AV-CAM3130-AP	Level 3.8 - 4.0.	$199.00

Grade: 4 , 5.25" disks only

AV-CAM4110-AP	Level 4.0 - 4.3.	$199.00
AV-CAM4120-AP	Level 4.4 - 4.7.	$199.00
AV-CAM4130-AP	Level 4.8 - 5.0.	$199.00

Grade: 5 , 5.25" disks only

AV-CAM5110-AP	Level 5.0 - 5.3.	$199.00
AV-CAM5120-AP	Level 5.3 - 5.7.	$199.00
AV-CAM5130-AP	Level 5.8 - 6.0.	$199.00

"PLEASE HELP ME!" VOCABULARY

Grades: 3 - 8

Using the cloze technique and stressing meaning within context, this program creates activities that make learning vocabulary much more fun, personal, and absorbing. These self-paced activities help students understand, spell, remember, and define the vocabulary essential for the understanding of various concepts. This program not only supplies you with vocabulary lists, it offers you the opportunity to create your own lists with our simple-to-use editor. We guarantee that you've never used a simpler editor! In addition, our program will help you create word searches. Includes built-in management.

Requires 64 K.

Grades 3 - 4

FM-7141B-AP	5.25" disk, w/backup.	$69.00
FM-7141L-AP	Lab pack of 12.	$207.00
FM-7141B-AP3	3.5" disk, w/backup.	$69.00
FM-7141L-AP3	Lab pack of 12.	$207.00

Grades 5 - 6

FM-7142B-AP	5.25" disk, w/backup.	$69.00
FM-7142L-AP	Lab pack of 12.	$207.00
FM-7142B-AP3	3.5" disk, w/backup.	$69.00
FM-7142L-AP3	Lab pack of 12.	$207.00

Grades 7 - 8

FM-7143B-AP	5.25" disk, w/backup.	$69.00
FM-7143L-AP	Lab pack of 12.	$207.00
FM-7143B-AP3	3.5" disk, w/backup.	$69.00
FM-7143L-AP3	Lab pack of 12.	$207.00

VOCABULARY TUTOR

NEW
'92 RELEASE

Grades: 6 - 12

Users learn vocabulary skills while investigating and compiling linguistic information. Vocabulary Tutor:

*Builds student's vocabulary base

*Expands students knowledge of the language by introducing them to the origin of target words and definitions of their component parts

*Gives students the opportunity to learn vocabulary through interactive investigation

*Provides a fun and challenging format in which to investigate a word on many different levels

*Builds students' confidence by allowing them to generate an initial definition on their own and then revise it as more knowledge becomes available

Each level includes a list of 40 vocabulary words, each with a complete definition that includes a pronunciation key and the word's root language origin. Includes Teacher's Guide. Requires 128K.

Level 1 grades 4 - 6

MDP-2601-AP	5.25" disk.	$49.99
MDP-2601L-AP	Lab pack of 6.	$129.00
MDP-2601-AP3	3.5" disk.	$49.99
MDP-2601L-AP3	Lab pack of 6.	$129.00

Level 2 grades 5 - 8

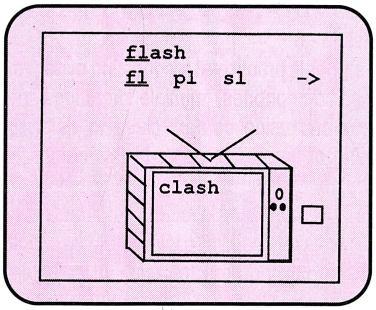
MDP-2701-AP	5.25" disk.	$49.99
MDP-2701L-AP	Lab pack of 6.	$129.00
MDP-2701-AP3	3.5" disk.	$49.99
MDP-2701L-AP3	Lab pack of 6.	$129.00

Level 3 grades 6 & up

MDP-2801-AP	5.25" disk.	$49.99
MDP-2801L-AP	Lab pack of 6.	$129.00
MDP-2801-AP3	3.5" disk.	$49.99
MDP-2801L-AP3	Lab pack of 6.	$129.00

Complete Set

MDP-2610-AP	5.25" disk.	$129.95
MDP-2610L-AP	Lab pack of 6.	$259.00
MDP-2610-AP3	3.5" disk.	$129.95
MDP-2610L-AP3	Lab pack of 6.	$259.00



RHYMING FAMILIES

Grades: 7 - 9

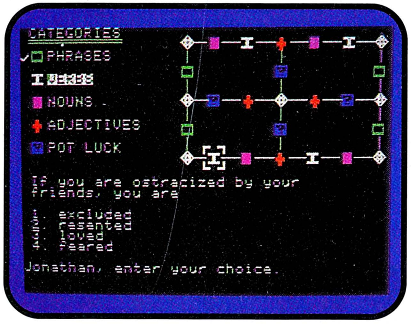
Rhyming Families helps beginning readers discriminate between new words and nonsense words, and provides practice using the new words in meaningful context sentences. The easy-to-use formats, a large, clear letterset, and teacher modifiable content make these programs ideal remedial reading tools.

Rhyming Families 1

H-0903B-AP	5.25" disk w/backup.	$49.95
H-0903L-AP	Lab pack of 5.	$129.95
H-0903B-AP3	3.5" disk w/backup.	$49.95
H-0903L-AP3	Lab pack of 5.	$129.95

Rhyming Families 2

H-0904B-AP	5.25" disk w/backup.	$49.95
H-0904L-AP	Lab pack of 5.	$129.95
H-0904B-AP3	3.5" disk w/backup.	$49.95
H-0904L-AP3	Lab pack of 5.	$129.95



```
CATEGORIES
✓□ PHRASES
I VERBS
■ NOUNS
✚ ADJECTIVES
■ POT LUCK

If you are ostracized by your
friends, you are

1. excluded
2. resented
3. loved
4. feared

Jonathan, enter your choice.
```

THE GREAT VOCABULARY KNOWLEDGE RACE

Grades: 9 - 12

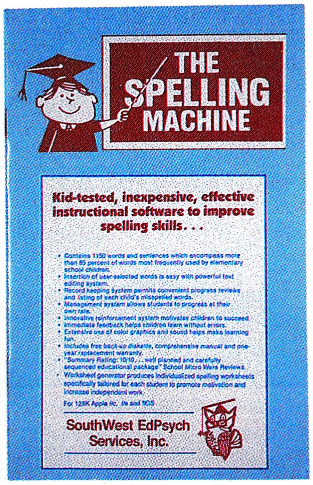
This program provides a motivating method of vocabulary study for your students. The programs are interactive and provide opportunities for thinking, dialogue with other students, and reinforcement of traditional secondary level vocabulary.

The game is simple. There are 5 categories of questions including "Pot Luck". A student or team rolls the die (on computer) moves to the appropriate space, and answers a randomly selected vocabulary question. The first person or team to capture all 5 categories is the winner. An especially unique feature allows each player to decide whether or not his or her questions will be multiple-choice. Requires 64K.

Categories:

- Phrases
- Adjectives
- Completions
- Verbs
- Synonyms
- Topic Terms
- Nouns
- Antonyms

FM-50001B-AP	5.25" disk, w/backup.	$85.00
FM-50001L-AP	Lab pack of 12.	$255.00
FM-50001B-AP3	3.5" disk, w/backup.	$85.00
FM-50001L-AP3	Lab pack of 12.	$255.00


THE SPELLING MACHINE
Kid-tested, inexpensive, effective instructional software to improve spelling skills. . .
For 128K Apple IIc, IIe and IIGS
SouthWest EdPsych Services, Inc.

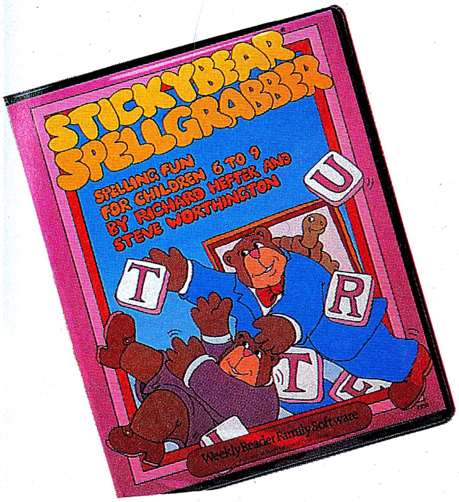
THE SPELLING MACHINE

Critic's Choice

Grades: PreK - 5

The program has been beneficial for gifted pre-school children as well as older children in remedial work. Contains supplemental classroom materials as well as a comprehensive manual for quick use. It allows insertion of user-selection words as well as containing over 1150 words. Includes a reinforcement game to improve eye-hand coordination. Requires 128K.

SEP-07B-AP 5.25" disk w/backup. **$59.00**
SEP-07L-AP Lab pack of 5. .... **$149.00**
SEP-07B-AP3 3.5" disk w/backup. **$59.00**
SEP-07L-AP3 Lab pack of 5. .... **$149.00**

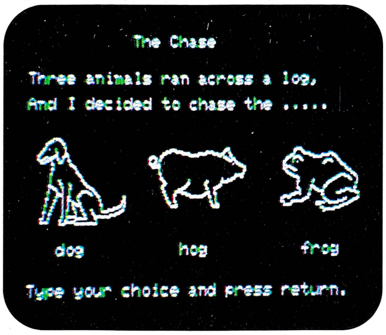

STICKYBEAR SPELLGRABBER
SPELLING FUN FOR CHILDREN 6 TO 9 BY RICHARD HEFTER AND STEVE WORTHINGTON
U
T
R
T
Weekly Reader Family Software

STICKYBEAR SPELLGRABBER

Grades: 1 - 3

Youngsters build vocabulary and spelling skills. . . and keep Stickybear hopping and jumping in 3 delightful spelling activities. Use your own customized word lists for any subject. . . or use the more than 4,000 words selected from Weekly Reader and the Guinn Lexicon Dictionary. More words spelled right means more points scored. Adjustable game levels to match each player's skill. Requires 64K.

XR-1427-AP 5.25" disk. **$49.95**
XR-1427L-AP Lab pack of 6. .... **$119.95**
XR-1427-AP3 3.5" disk. **$49.95**
XR-1427L-AP3 Lab pack of 6. .... **$119.95**



```
The Chase

Three animals ran across a log,
And I decided to chase the .....

  dog          hog          frog

Type your choice and press return.
```

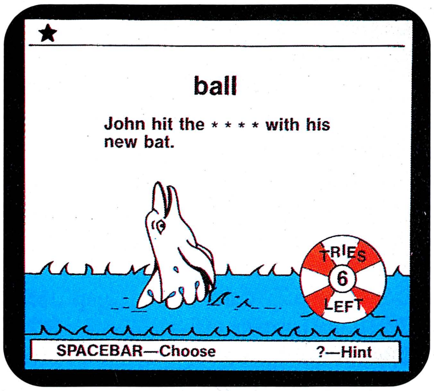
SAFARI SPELL-A-STORY

Critic's Choice

Grades: Early Elementary

Children learn to spell rhyming animal names while creating entertaining stories involving those same animals! Beginners are introduced to the cat, rat, and bat, while the more advanced become acquainted with the bee, flea, and chimpanzee, and after that the raccoon, baboon, and loon. Each time the program is used the animals sequences are randomized to afford opportunities for a new story. Requires 48K.

MPL-4131-AP 5.25" disk w/backup. **$49.50**
MPL-4131-AP3 3.5" disk w/backup. **$49.50**



```
★
ball
John hit the * * * * with his
new bat.

TRIES 6 LEFT

SPACEBAR—Choose                ?—Hint
```

SPELLING MASTERY

Grades: 1 - 3

This highly flexible program, which employs a variety of proven spelling techniques, is ideal as a supplement to any spelling curriculum. Educationally sound in design, the six exciting and cleverly animated games are fun and challenging. An appealing "sea animals" theme, colorful graphics, sound effects, reward sequences, and immediate feedback help children master basic spelling and word recognition skills.

Techniques used include:

- spelling words from memory
- selecting scrambled words in the correct order
- selecting correct words in order to complete sentences

The program includes a management system for 40 students and blackline masters for reinforcement. Requires 64K.

DLM-16715-AP 5.25" disk only. **$49.95**
DLM-16715L-AP Lab pack of 5. .... **$174.00**

SPUNKY SPELLER

Grades: 1 - 6

Spunky Speller, the latest thing in spelling software, has proven effective in raising students' weekly spelling scores. The program has six assorted high-interest student activities and lets the teacher print four diverse spelling worksheet excercises to provide enjoyable spelling practice for the whole class. *Spunky Speller* comes with 180 graded word lists all set for students to use. These lists are divided into five grade levels with 36 units in each. Lists are easily changed by teachers to accomodate words of their choosing. Requires 48K.

DC-290-AP 5.25" disk only. **$49.95**
DC-290L-AP Lab pack of 10. .... **$149.85**

SPELLING SORCERY

Grades: 1 - 6

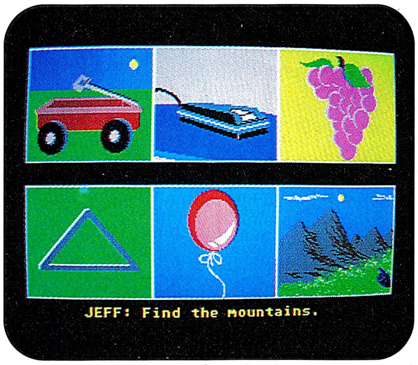
> "A good instructional tool...with good graphics and color...It is fun as well"
> - Microcomputers in Education

M K A B P C E F G H Q

Spelling Sorcery contains more than 900 words and sentences frequently used by elementary school children. A powerful editor has been included to allow insertion of user-selected words and sentences. Visual-motor coordination and visual-memory skills are also exercised.

Requires 48K.

SEP-002B-AP 5.25" disk w/backup. **$39.95**
SEP-002L-AP Lab pack of 5. .... **$119.95**
SEP-002B-AP3 3.5 disk w/backup. **$39.95**
SEP-002L-AP3 Lab pack of 5. .... **$119.95**



```
JEFF: Find the mountains.
```

READ-A-RAMA

Grades: K - 3

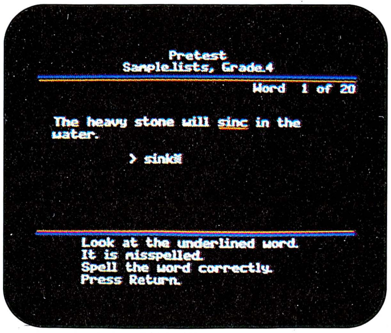
The perfect choice for young children who are just beginning to learn to Read and Spell. This 2-disk program contains many common everyday words children need to be familiar with. Words are organized into 14 categories per disk.

Apple IIGS TALKING Requires1MG

UN-007-GS **$79.95**
UN-007L-GS Lab pack of 5. .... **$199.95**

Macintosh TALKING Requires 256K

UN-007-MAC **$79.95**
UN-007L-MAC Lab pack of 5. .... **$199.95**



```
Pretest
Sample.lists, Grade.4
Word 1 of 20

The heavy stone will sinc in the
water.

> sink

Look at the underlined word.
It is misspelled.
Spell the word correctly.
Press Return.
```

SPELLING WORKOUT

Grades: 1 - 12

Research shows that one of the best ways to develop spelling skills is the test-study-test method. In *Spelling Workout*, students take a pre-test, correct it, concentrate on misspellings, and take a post-test. Detailed records help you track progress and difficulty. It also contains the *Spelling List Editor* for creating and editing spelling lists.Create lists with the *Spelling Series Toolkit*, sold seperately. Requires 128K.

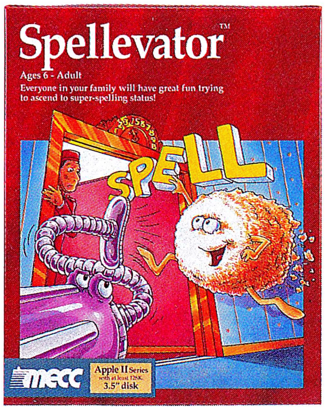
MEC-230 -AP	5.25" disk	**$59.00**
MEC-230L-AP	Lab pack of 5.	**$129.00**
MEC-230 -AP3	3.5" disk	**$59.00**
MEC-230L-AP3	Lab pack of 5.	**$129.00**

SPELLING PRESS

Grades: 1 - 12

Motivate your students to study by putting their spelling into crossword puzzles or word searcher. You can also design professional-looking spelling lists and produce pre-tests and post-tests in standardized formats. Create lists with the *Spelling Series Toolkit*, sold seperately. Requires 128K.

MEC-232 -AP	5.25" disk	**$59.00**
MEC-232L-AP	Lab pack of 5.	**$129.00**
MEC-232 -AP3	3.5" disk	**$59.00**
MEC-232L-AP3	Lab pack of 5.	**$129.00**


Spellevator™
Ages 6 - Adult
Everyone in your family will have great fun trying to ascend to super-spelling status!
SPELL
mecc
Apple II Series with at least 128K 3.5" disk

SPELLAVATOR

Grades: 1 - 12

"Dusters" are on a mission and need your students' help! Kids collect letters from scattered words while avoiding menacing vacuums, and must spell correctly to do so. "Spellbinding" adventure for students learning or reviewing spelling words! Create lists with the *Spelling Series Toolkit*, sold seperately. Requires 128K.

MEC-231 -AP	5.25" disk	**$59.00**
MEC-231L-AP	Lab pack of 5.	**$129.00**
MEC-231 -AP3	3.5" disk	**$59.00**
MEC-231L-AP3	Lab pack of 5.	**$129.00**

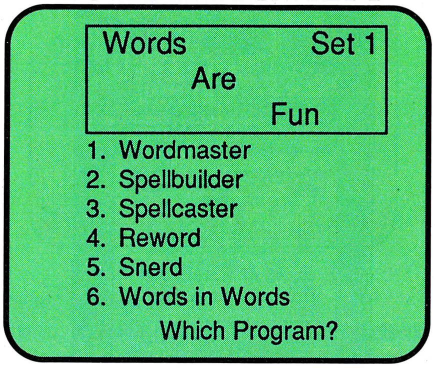
SPELLING SERIES TOOLKIT

Grades: 1 - 12

This versatile utility contains an extensive database filled with more than 6700 words that can be used to make word lists for *Spelling Workout*, *Spelling Press*, and *Spellavator*. Each word is accompanied by a definition, a context sentence, and three misspellings. Requires 128K.

MEC-233 -AP3	3.5" disk only.	**$59.00**
MEC-233L-AP	Lab pack of 5.	**$129.00**

WORDS ARE FUN: SET 1



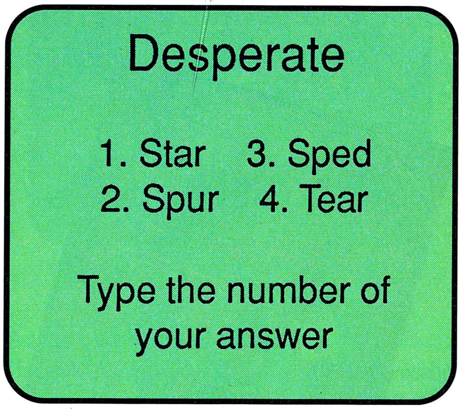
Words Set 1
Are
Fun
1. Wordmaster
2. Spellbuilder
3. Spellcaster
4. Reword
5. Snerd
6. Words in Words
Which Program?

Grades: 2 - 4

Spellcaster: This program allows practice with a spelling list of the teacher's choice. It is actually 2 programs: *Spellbuilder* allows the teacher to build data files containing weekly spelling lists; *Spellcaster* reads those files and uses them in various exercises.

Wordmaster: The student is given the choice of listing the common words that can be made with the phonogram, thinking of as many words as he can that have that particular ending, or selecting from a list the initial consonant that will form the word whose definition is given.

Reword: Rearrange one word into another. This program uses 3-letter and 4-letter words. The word is presented on the screen; the student must change it to form a different word by rearranging its letters.



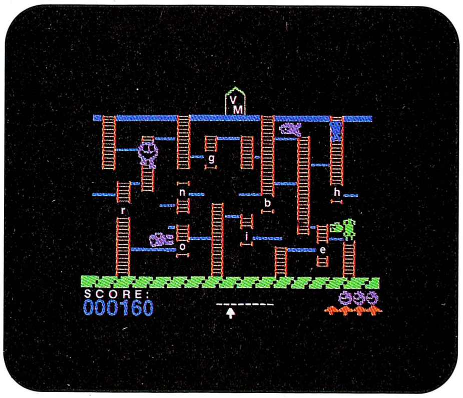
Desperate
1. Star 3. Sped
2. Spur 4. Tear
Type the number of your answer

Snerd: "Construct a creature" by providing the descriptive phrases in response to prompts on the screen. The phrases are inserted into a short "story" about the creature, and students are encouraged to draw pictures of their creation.

Words In Words: Students must identify which of four 4-letter words cannot be made from the letters of a longer word. The twenty-item list of words is designed to draw the student's attention to the use of specific letters in the spelling of the words.

Scorekeeper Management System: This is a module that will allow record-keeping of student's scores. The scores are automatically saved to disk, and may be reviewed by the teacher at any time, either on the screen or via paper print-out. Requires 48K.

NTS-210-AP	Entire set.	**$129.00**



BOPPIE'S GREAT WORD CHASE

Grades: 1 - 8

This is an enchanting game of word recognition, word creation, and spelling. The program contains 256 built-in words selected from popular spelling texts for grades 1 to 8. Teachers have the option of creating dozens of individualized spelling lists up to 32 words each. Requires 64K.

DLM-720-AP	5.25" disk only.	**$39.95**
DLM-720L-AP	Lab pack of 10.	**$99.95**

SPELLING

Grades: 2 - 8

During the lesson a word flashes on the screen. The student then types the word. If the word is misspelled, the correct spelling appears and aligns itself underneath the misspelling. The student can quickly determine the error. Word list may be easily edited. Requires 64K.

BF-1201-AP	5.25" disk.	**$29.95**

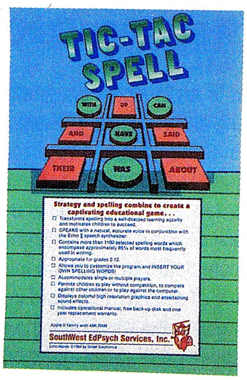
SPELLING TEACHER

Grades: 2 - 10

Spelling Teacher allows you to build and maintain spelling lessons. The lessons are built, maintained and used based on a unit and lesson number. The disk has a capacity of 20 units with each unit containing 10 lessons. Each lesson has 10 words.

Student has 3 options: 1. Review word list. 2. Review individual words. 3. Spelling drill. A sentence is displayed on the screen with the spelling word missing. The student may (a) spell the word, (b) ask to see the word list again, or (c) get help. Requires 64K.

ML-051D-AP	5.25" disk only.	**$35.00**
ML-051DL-AP	Lab pack of 10.	**$105.00**

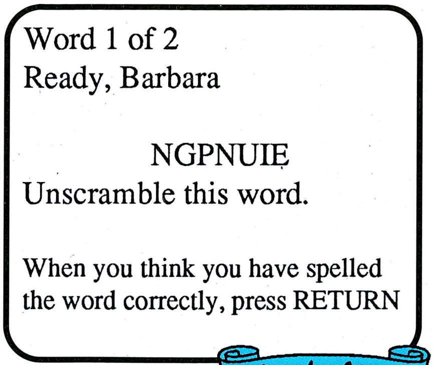

TIC-TAC SPELL
WITH
UP
CAN
AND
HAVE
SAID
THEIR
WAS
ABOUT
Strategy and spelling combine to create a captivating educational game...
SouthWest EdPsych Services, Inc.

TIC-TAC SPELL

Grades: 2 - 12

Tic-Tac Spell transforms spelling into a self-directed learning activity to motivate children to succeed. Along with the optional *Echo II Speech Synthesizer* (see page 17) this program is able to speak with a natural, accurate voice. Features include: over 1100 selected spelling words most frequently used in writing, allows teachers to customize the program by inserting their own spelling words, accommodates single or multiple players, displays colorful high resolution graphics and entertaining sound effects. Requires 48K.

SEP-118B-AP 5.25" disk w/backup.	$39.95
SEP-118L-AP Lab pack of 5.	$129.95
SEP-118B-AP3 3.5" disk w/backup.	$39.95
SEP-118L-AP3 Lab pack of 5.	$129.95



```
Word 1 of 2
Ready, Barbara

NGPNUIE
Unscramble this word.

When you think you have spelled
the word correctly, press RETURN
```

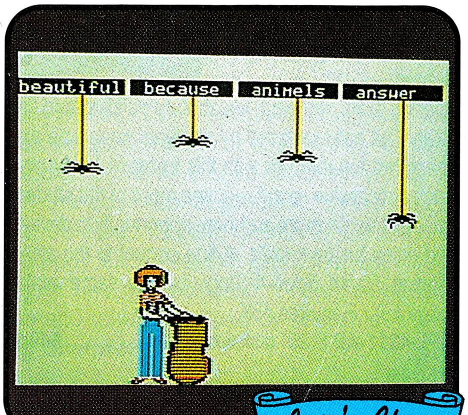
SPELLING

Critic's Choice

Grades: 3 - 8

This disk provides drill in spelling, motivates students with an arcade-style reward game and gives teachers control over several aspects of the program. Two-hundred words are permanently stored on the disk, and the teachers may enter up to five lists of 20 words each. Teachers choose the group of words to be used and the number of words to be presented in each run. A student management system automatically records the names of students who complete a lesson, the lesson completed, the raw score, and the percent correct. Requires 64K.

G-113B-AP 5.25" disk w/backup.	$59.95
G-113L-AP Lab pack of 10.	$179.95
G-113B-AP3 3.5" disk w/backup.	$59.95
G-113L-AP3 Lab pack of 10.	$179.95



Critic's Choice

SPIDER HUNT SPELLING

Grades: 3 - 8

This motivating arcade game provides an exciting way for students to practice their spelling skills and includes student and program management systems, as well. Students become a spider hunter whose goal is to catch as many spiders as possible in a set amount of time. Four words appear at the top of the screen, each with a spider descending from it. Some of the words are spelled correctly, and some are misspelled. Students move the spider hunter from word to word and identify each word as correctly spelled or misspelled. If they answer correctly, the spider falls into the spider hunter's sack, and they earn points. If they answer incorrectly, the spider keeps coming down and they lose points.

Teachers determine playing time (1 to 10 minutes), level of difficulty (1 - 5), and whether or not sound is used. A bank of 400 words (half spelled correctly, half misspelled) is permanently stored on the disk. Teachers may also enter up to 5 lists of up to 80 words each. Requires 64K.

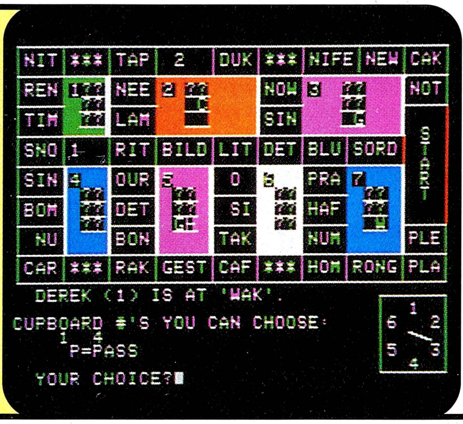
G-133B-AP 5.25" disk w/backup.	$59.95
G-133L-AP Lab pack of 10.	$179.95
G-133B-AP3 3.5" disk w/backup.	$59.95
G-133L-AP3 Lab pack of 10.	$179.95

SPIN-A-MATCH

Grades: Remedial 3 - 8

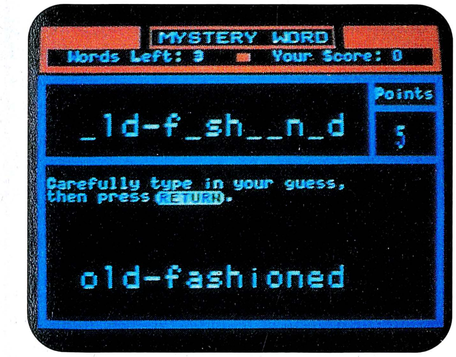
Spin-a-Match is an engaging learning game for 2 or 3 players that requires both strategy and application of basic skills. Students move on the game board in such a way as to give themselves the best chance to spell words by joining two sets of letters. The game combines practice of critical early game skills with strategy older students find appealing. A specially programmed spinner on the computer screen determines the number of spaces a player moves. Requires 48K.

DC-310-AP 5.25" disk only.	$39.95
DC-310L-AP Lab pack of 10.	$129.95



```
NIT ***  TAP  2    DUK  ***  NIFE NEW  CAK
REN 1??  NEE  2 ??      NOW  3   ??    NOT
TIM   ?? LAM            SIN              S
SNO 1    RIT  BILD LIT  DET  BLU  SORD   T
SIN 4    OUR  5    0    6    PRA  7      A
BOM   ?? DET    ?? SI     ?? HAF    ??   R
NU       BON       TAK       NUM         T
                                         PLE
CAR ***  RAK  GEST CAF  ***  HOM  RONG PLA
 DEREK (1) IS AT 'WAK'.
CUPBOARD #'S YOU CAN CHOOSE:          1
    1  4                            6   2
     P=PASS                         5   3
 YOUR CHOICE?                         4
```

"PLEASE HELP ME!" SPELLING



```
MYSTERY WORD
Words Left: 3      Your Score: 0
                              Points
_ld-f_sh__n_d                  5

Carefully type in your guess,
then press RETURN.

old-fashioned
```

Grades: 3-8

You supply the word list... We supply the patience! *"Please Help Me!" - Spelling* uses your spelling list in creating 5 unique learning activities.

After entering your word list using our fast and easy editing feature, the program takes over and creates fun and effective exercises such as *"Spell Shapes," "Mystery Word,"* and *"Secret Code."* These activities will help build students' visual memory skills, increase their retention, and improve their overall spelling ability.

In addition to the master disk, which allows you to save each students' performance, *"Please Help Me!"* comes with its own spelling list that includes 1000 words taken from the most commonly used spelling texts. So whether you choose to use our spelling list or your own, you'll be assured of having plenty of study words for the whole school year. Each double-sided grade level spelling disk comes with two grade levels: 3/4, 5/6, 7/8. And if you prefer, you can order the entire set of six grade levels at a significant savings. The package includes a Teacher's Lesson Planner that will help you to integrate this program into your existing spelling lessons. Requires 64K.

Grades: 3 - 4

FM-7131B-AP 5.25" disk w/backup.	$69.00
FM-7131L-AP Lab pack of 12.	$207.00
FM-7131B-AP3 3.5" disk w/backup.	$69.00
FM-7131L-AP3 Lab pack of 12.	$207.00

Grades: 5 - 6

FM-7132B-AP 5.25" disk w/backup.	$69.00
FM-7132L-AP Lab pack of 12.	$207.00
FM-7132B-AP3 3.5" disk w/backup.	$69.00
FM-7132L-AP3 Lab pack of 12.	$207.00

Grades: 7 - 9

FM-7133B-AP 5.25" disk w/backup.	$69.00
FM-7133L-AP Lab pack of 12.	$207.00
FM-7133B-AP3 3.5" disk w/backup.	$69.00
FM-7133L-AP3 Lab pack of 12.	$207.00

Complete package of 6 grade levels

FM-7130B-AP 5.25" disk w/backup.	$119.00
FM-7130L-AP Lab pack of 12.	$357.00
FM-7130B-AP3 3.5" disk w/backup.	$119.00
FM-7130L-AP3 Lab pack of 12.	$357.00

TREASURE SPELL-A-STORY

Critic's Choice

Grades: 4 - 11

Spelling skills, rhyming, vocabulary building and creativity - all are exercised by students each time they spend but ten minutes with this treasure total game! Each successive round requires more of the student, while giving him more and more opportunity to develop and enjoy his own skills. A fine sequel to the award winning *Safari Spell-A-Story*, by the same author (page 45). Requires 48K.

MPL-4311-AP 5.25" disk w/backup. **$49.95**

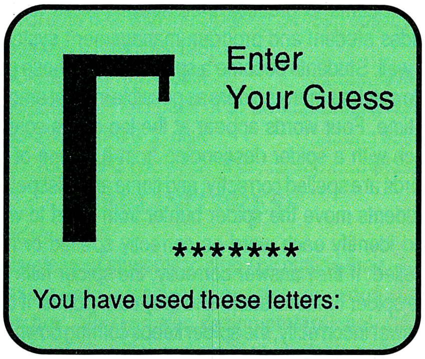
REWORD

Grades: 4 - 7

This program uses 3-letter and 4-letter words. The word is presented on the screen; the student must change it into a different word by rearranging its letters.

Apple II+, IIe, IIc Requires 48K

NTS-213-AP **$15.00**



Enter
Your Guess

****

You have used these letters:

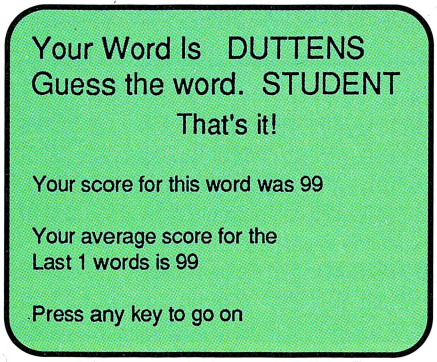
HANGMAN

Grades 4-7

This program contains two resident lists of 50 words each, or the student or teacher may enter a different list of up to 50 words. Incorrect guesses result in a "hanged man". Excellent for practice with vocabulary or spelling list. Requires 48K.

Apple II+, IIe, IIc

NTS-223-AP **$25.00**



Your Word Is DUTTENS
Guess the word. STUDENT
That's it!

Your score for this word was 99

Your average score for the
Last 1 words is 99

Press any key to go on

SCRAMBLED WORDS

Grades: 4-7

The student must rearrange the letters to form the original word. Each guess costs five points, and each (approximately) ten seconds costs on additional point. However, when any guess is made, the screen displays which letters were entered in the correct positions. Requires 48K.

Apple II+, IIe, IIc

NTS-224-AP **$20.00**

SPELLCASTER

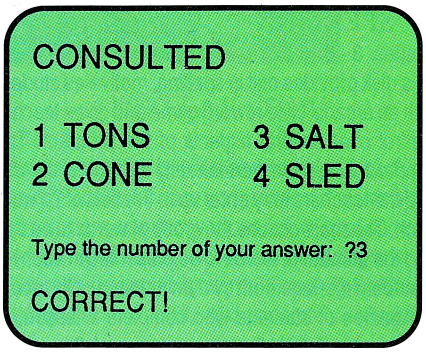
Grades: 4 - 7

This program allows practice with a spelling list of the teacher's choice. Spellbuilder allows the teacher to build data files containing weekly spelling lists; Spellcaster reads those files and uses them in various exercises.

1. Lists all the words
2. Flash words
3. Guess the missing letter
4. Patterns
5. Hangman

Apple II+, IIe, IIc Requires 48K

NTS-212-AP **$40.00**



CONSULTED

1 TONS 3 SALT
2 CONE 4 SLED

Type the number of your answer: ?3

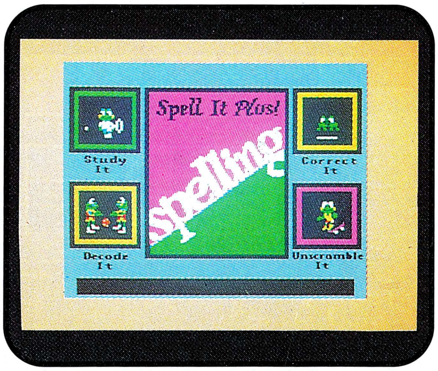
CORRECT!

WORDS IN WORDS

Students must identify which of four 4-letter words cannot be made from the letters in a longer word.

Apple II+, IIe, IIc Requires 48K

NTS-215-AP **$20.00**



SPELL IT PLUS

Grades: 4 - Adult

Spell It reviews the basic spelling rules and provides an interesting and challenging format for learning to spell the most commonly misspelled words.

Spell It contains 50 word lists covering 1,000 of the most commonly misspelled words grouped into five levels of difficulty. In addition, there are more than 20 spelling rules presented.

See it, *Practice it*, *Unscramble it* and *Spell It!* are four exciting learning activities that encourage you to become familiar with spelling rules, study words in syllables, and use difficult-to-spell words in sentences.

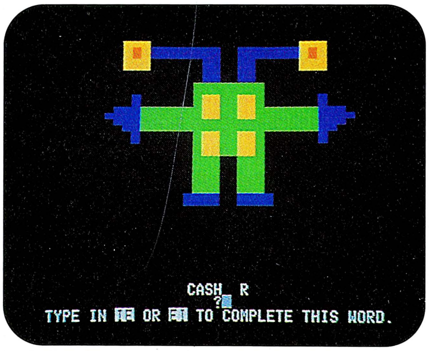
Apple IIe, IIc, IIc+, IIgs 128K	
DA-13-AP 5.25" disk.	**$49.95**
DA-13L-AP Lab pack of 5.	**$149.95**
DA-13-AP3 3.5" disk.	**$49.95**
DA-13L-AP3 Lab pack of 5.	**$149.95**
Macintosh +, Classic, SE, SE/30, LC, II series	
DA-13-MAC	**$49.95**
DA-13L-MAC Lab pack of 5.	**$149.95**

SPELL-A-VISION

Grades: 4 - Adult

Spell-A-Vision is an independent study program to improve spelling and vocabulary. There are 8 disks in the series with 8,000 words. These words are displayed in large letters to build visual memory. Each word has a sentence which defines or uses it. These sentences were designed to be interesting and creative and to communicate word meanings. Players have the choice of seeing each word in a list before they spell it or guess the word from the context of its sentence. Requires 48K, 5.25" disks only.

1 Syllable Words I	
CR-031-AP	**$24.95**
1 Syllable Words II	
CR-032-AP	**$24.95**
2 Syllable Words I	
CR-033-AP	**$24.95**
2 Syllable Words II	
CR-034-AP	**$24.95**
Sound Alikes	
CR-035-AP	**$24.95**
3 Syllable Words	
CR-036-AP	**$24.95**
Polysyllables	
CR-037-AP	**$24.95**
Challenging Words	
CR-038-AP	**$24.95**
Set of all 8 Volumes	
CR-030-AP	**$175.00**



CASH_R
?
TYPE IN [illegible] OR [illegible] TO COMPLETE THIS WORD.

SPELLING RULES

Critic's Choice

Grades: 5 - 8

Helps students learn to spell correctly by illustrating six basic rules of spelling, and then by providing practice opportunities. Specifically, the rules covered include: ie or ei, final e, adding k, final consonant, sede or ceed or cede, and final y. A colorful mastery quiz concludes each lesson. Requires 48K.

MPL-3021-AP 5.25" disk w/backup.	**$49.95**
MPL-3021-AP3 3.5" disk w/backup.	**$49.95**

101 MISUSED WORDS

Grades: 9 - 12

We've selected fifty confusing word pairs that teachers report give students plenty of trouble. Then we've added clear, concise explanations for each. Just to make sure they're understood, we've added over six hundred practice sentences. Combine all these with computer software that lets the student control the pacing and exact content, and you have a valuable addition to any language art department. Requires 64K.

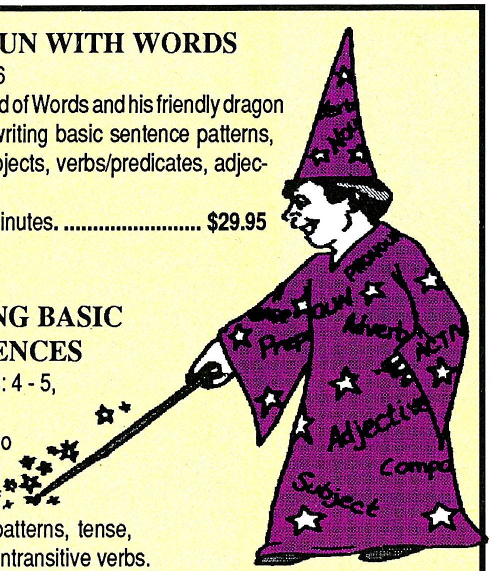
LS-36-AP 5.25" disk only. **$59.00**

FUN WITH WORDS

Grades: 2 - 6

Join the Wizard of Words and his friendly dragon on a romp through writing basic sentence patterns, identifying nouns/subjects, verbs/predicates, adjectives, and adverbs.

V12-V301-VHS 66 minutes. **$29.95**



WRITING BASIC SENTENCES

Reading grade levels: 4 - 5, remedial 6 - 7

Here our guest video jock (VJ) takes you through the basics of sentence structure, patterns, tense, voice, and transitive/intransitive verbs.

V12-302-VHS 31 minutes. **$29.95**

COMPOUNDING SENTENCES & RECOGNIZING PARTS OF SPEECH

Grades: 2 - 6

This volume includes sentence expansion through compounding, using phrases, and contains a detailed review. The detailed review refreshes the parts of speech and how they impact sentence structure.

V12-V303-VHS 43 minutes. **$29.95**

WRITING COMPLEX SENTENCES

Grades: 2 - 6

This tape rounds out our writing/grammar group by showing students how to expand sentences. By reviewing subordination and the use of clauses, verbals, etc. expanding sentences is made easier.

V12-304-VHS 31 minutes. **$29.95**

DICTIONARIES AND THEIR MEANINGS PART I

Grades: 2 - 6

Here our VJ takes you on a fascinating journey through the dictionary that reviews types of dictionaries and how to use the various pronunciation guides.

V12-305-VHS 33 minutes. **$29.95**

DICTIONARIES AND THEIR MEANINGS PART II

Grades: 2 - 6

Next students explore how to use a dictionary including definitions, entry words, cross referencing, inflective forms, connotative/denotative meanings and synonyms/antonyms.

V12-306-VHS 62 minutes. **$29.95**

FORMING WORDS & BUILDING VOCABULARIES

Grades: 2 - 6

Now it's time to look at our language and how it evolved. This tape reviews the topics of making words and adding them to our vocabularies, compounding, functional shifts, blends, acronyms and coinages.

V12-307-VHS 50 minutes. **$29.95**

NAMING PEOPLE PLACES & THINGS

Grades: 2 - 6

Where did we get that name? This video discusses roots, prefixes, suffixes, and vocabulary development.

V12-308-VHS 49 minutes. **$29.95**

THE LANGUAGE CONSTRUCTION COMPANY

Its back to the basics with the all new Language Construction Company Series. This 15 part video series of self-instructional programs was designed for the upper level secondary, post secondary student and students who have difficulty with basic grammar. Somewhere in the educational process, thousands of students have missed out on basic English grammar skills. This series, using visual symbology and dynamic graphics, will assist those who have difficulty in this subject area. This series was designed for learning labs and take-home use by students.

Parts of Speech: Taking Inventory
V48-LCC1-VHS. **$50.00**

The Simple Sentence: Basic Construction
V48-LCC2-VHS. **$50.00**

Nouns: Building Blocks!
V48-LCC3-VHS. **$50.00**

Personal Pronouns: Substitute Materials
V48-LCC4-VHS. **$50.00**

More Pronouns: More Substitute Materials
V48-LCC5-VHS. **$50.00**

Verbs: Being and Doing
V48-LCC6-VHS. **$50.00**

Verb Tenses: Time Matters
V48-LCC7-VHS. **$50.00**

Verb Mood and Voice, and Some Problem Verbs
V48-LCC7-VHS. **$50.00**

Adjectives and Adverbs: Trim and Decoration
V48-LCC9-VHS **$50.00**

Clauses and Phrases:The Parts Make the Whole
V48-LC10-VHS. **$50.00**

Capitalization and Punctuation: Space Dividers
V48-LC11-VHS. **$50.00**

Compound Sentences: Complex Construction
V48-LC12-VHS. **$50.00**

Paragraph Organization & Style
V48-LC13-VHS. **$50.00**

Underlining, Italics, Hyphenation, Quotations
V48-LC14-VHS **$50.00**

Building a Term Paper
V48-LC15-VHS. **$50.00**

ENGLISH AS A SECOND LANGUAGE

This interactive course in Basic english was designed for native speakers of other languages who want to learn English correctly and easily. This excellent learning tool allows student to individualize their instruction and progress at their own speed.

BASIC ENGLISH/ESL

Includes 35 lessons, each containing instruction in listening, speaking, reading and writing. A grammatical approach is utilized, with new vocabulary integrated into each lesson, and grammar structures illustrated with easy-to-follow video graphics. Study guide included. 2 tape set.

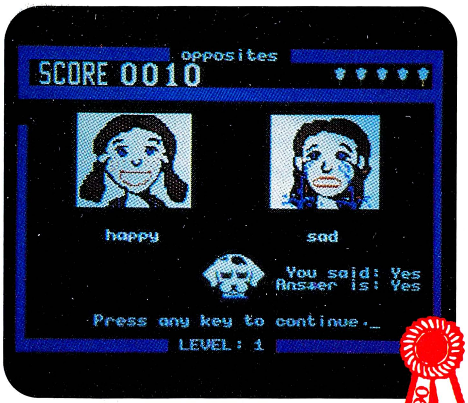
V70-383-VHS 240 minutes. **$89.95**

INTERMEDIATE ENGLISH/ESL

A 25 lesson, interactive course that provides the viewer with the opportunity to listen, speak, read, and write in English. This grammatical approach to learning English offers instruction and practice in everyday language in the restaurant, airport, bank, school, and other common situations. Study guide included. 2 tape set.

V70-723-VHS 240 minutes. **$89.95**

Parts Of Speech

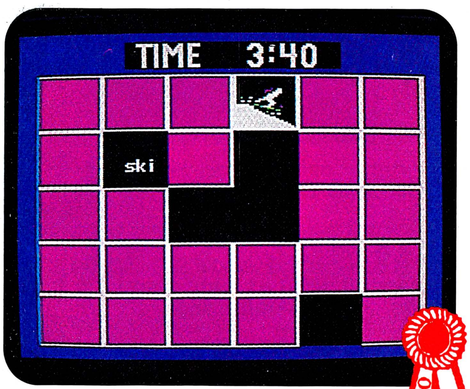


CAT 'N MOUSE

Grades: K - 3

Fun and learning are synonymous with this cat and mouse maze game that offers practice with homonyms, antonyms and word/picture matching. Teacher created lessons are easy to enter for a wide range of uses. Challenge Upgrade offers a library of sixty pictures for teacher lessons and may be used to customize game play. Requires 48K.

MDP-0500-AP 5.25" disk. $49.99
MDP-0500L-AP Lab pack of 6. .... $129.00
MDP-0500-AP3 3.5" disk. $49.99
MDP-0500L-AP3 Lab pack of 6. .... $129.00



RACE THE CLOCK

Grades: 1 - 4

Sharpen memory and language skills with this concentration type game that requires players to match animated graphics or match animated graphics with words (verbs). *Race the Clock* is also an excellent tool for teacher created lessons. Requires 48K.

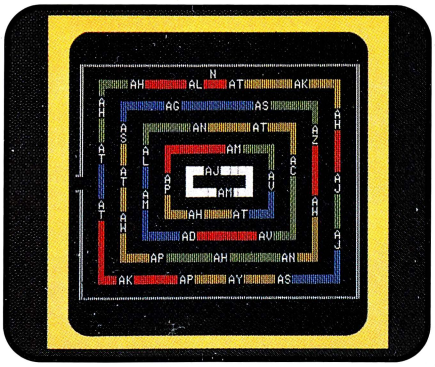
MDP-0400-AP 5.25" disk. $49.99
MDP-0400L-AP Lab pack of 6. .... $129.00
MDP-0400-AP3 3.5" disk. $49.99
MDP-0400L-AP3 Lab pack of 6. .... $129.00

VERB VIPER

Grades: 1 - 8

Verb Viper, a friendly, elastic-necked creature who lives in a swamp, helps students master subject/verb agreement with regular and irregular verbs in present tense, past tense, and past participle form. Requires 48K.

DLM-16773-AP 5.25" disk. $46.00
DLM-16773L-AP Lab pack of 5. .... $119.00

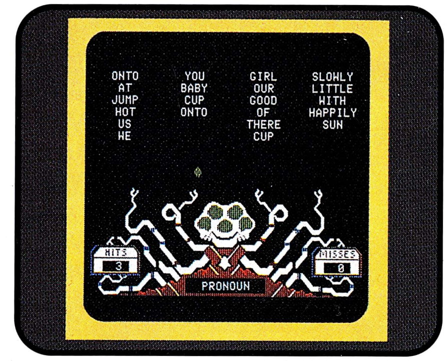


WORD MAN

Grades: 1 - 8

Word Man, a tricky maze of tracks and rows, provides students with practice in forming words with the consonant-vowel-consonant and consonant-vowel-consonant-silent "e" patterns. Requires 48K.

DLM-16775-AP 5.25" disk. $46.00
DLM-16775L-AP Lab pack of 5. .... $119.00

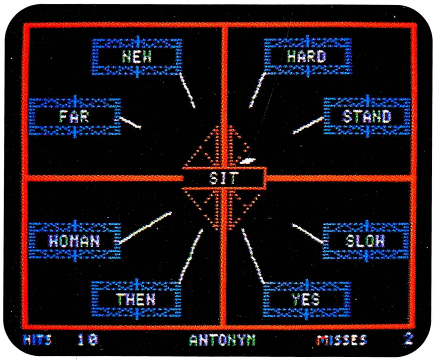


WORD INVASION

Grades: 1 - 8

Word invasion, a friendly alien octopus provides students practice in identifying words representing six parts of speech: nouns, pronouns, verbs, adjectives, adverbs, and prepositions. Requires 48K.

DLM-16777-AP 5.25" disk. $46.00
DLM-16777L-AP Lab pack of 5. .... $119.00

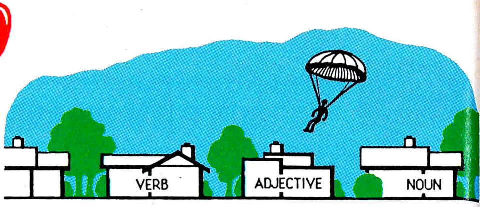


WORD MASTER

Grades: 1 - 8

While racing against time and advancing electronic rays, students practice identifying pairs of antonyms, synonyms, or homonyms at three difficulty levels. Game options include: speed (1-9), content, difficulty level, run time (1-5 minutes), paddle or keyboard control, sound on or off. Teachers manual included. Requires 48K.

DLM-16783-AP 5.25" disk. $46.00
DLM-16783L-AP Lab pack of 5. .... $119.00



PARACHUTE PARTS OF SPEECH

Grades: 2 - 8

This colorful program transforms identification of parts of speech into a self-directed activity and motivates children to succeed. Covers nouns, pronouns, adjectives, verbs, adverbs, prepositions, and conjunctions. Teachers are allowed to customize the program and insert their own lessons. Teacher's manual. Requires 48K.

SEP-134B-AP 5.25" disk, w/backup. $39.99
SEP-134L-AP Lab pack of 5. .... $119.99
SEP-134B-AP3 3.5" disk, w/backup. $39.99
SEP-134L-AP3 Lab pack of 5. .... $119.99

VERB USAGE

Grades: 3 - 5

This series was designed by a remedial reading teacher to provide students with extra practice on the correct use of verbs. Each lesson introduces one commonly misused verb. The student must choose between the present, past, past participle and infinitive forms of that verb to complete a sentence. Optional answers "jump" into the blanks so the student can try the different verb forms in context before making his/her selection. Hints repeat the rule and give other examples. Requires 48K

VERB USAGE I

Verbs included in this program: *do, see, go, eat, take, give, blow, grow, throw.*

H-1212B-AP 5.25" disk w/backup. $39.95
H-1212L-AP Lab pack of 5. .... $89.95
H-1212B-AP3 3.5" disk w/backup. $39.95
H-1212L-AP3 Lab pack of 5. .... $89.95

VERB USAGE II

Verbs included in this program: *run, come, ring, sing, begin, ride, drink, speak, break, choose.*

H-1213B-AP 5.25" disk w/backup. $39.95
H-1213L-AP Lab pack of 5. .... $89.95
H-1213B-AP3 3.5" disk w/backup. $39.95
H-1213L-AP3 Lab pack of 5. .... $89.95

VERBS USAGE III

Verbs included in this program: *swim, freeze, drive, tear, wear, fly, write, bring, draw, shake.*

H-1214B-AP 5.25" disk w/backup. $39.95
H-1214L-AP Lab pack of 5. .... $89.95
H-1214B-AP3 3.5" disk w/backup. $39.95
H-1214L-AP3 Lab pack of 5. .... $89.95

VERB USAGE IV

Verbs included in this program: *steal, fall, swing, say, be, is/are, was/were, isn't/aren't, wasn't/weren't, doesn't/don't.*

H-1215B-AP 5.25" disk w/backup. $39.95
H-1215L-AP Lab pack of 5. .... $89.95
H-1215B-AP3 3.5" disk w/backup. $39.95
H-1215L-AP3 Lab pack of 5. .... $89.95

PARTS OF SPEECH

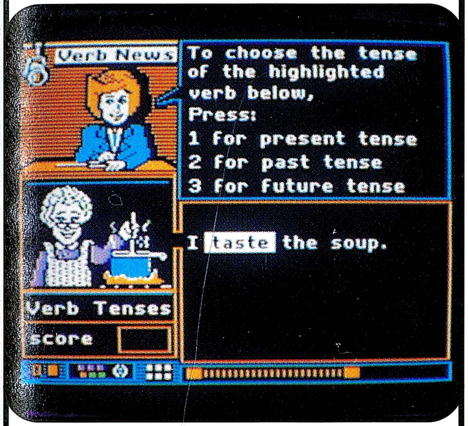
Fun With Nouns & Pronouns

Grades: 3 - 5

In this animated program, students are first introduced to nouns and pronouns, then challenged to test their knowledge in three game-like skills activities. *Noun Checkers* is a checkers tournament in which students match up common and proper nouns. *Crazy Cards* is a fast-moving game in which students collect cards while supplying the correct singular, plural, and possessive noun forms. And in *Pronoun Pyramid*, students attempt to guide a pharaoh through chambers in an Egyptian pyramid and solve the "mystery".

Requires 128K.

TRL-537-AP 5.25" disk	$49.95
TRL-537L-AP Lab pack of 6	$99.95
TRL-537-AP3 3.5" disk	$49.95
TRL-537L-AP3 Lab pack of 6	$99.95



```
To choose the tense
of the highlighted
verb below,
Press:
1 for present tense
2 for past tense
3 for future tense

I taste the soup.
```

Fun With Verbs

Grades: 3 - 5

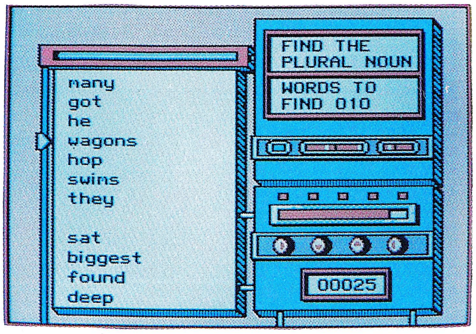
Students will love this lively program that takes place in and around television station, PSN - the Parts of Speech Network! The fun begins when the news broadcast goes on the air, complete with information tutorials and an interactive question-and-answer session. In the exciting TV Game Show, "Name That Verb," students test their knowledge of regular and irregular verbs, verb tenses, subject-verb agreement, and action, linking, and helping verbs. Requires 128K.

TRL-536-AP 5.25" disk	$49.95
TRL-536L-AP Lab pack of 6	$99.95
TRL-536-AP3 5.25" disk	$49.95
TRL-536L-AP3 Lab pack of 6	$99.95

Parts Of Speech, Complete Set

Both *Fun With Nouns* and *Pronouns and Fun With Verbs*. Requires 128K.

TRL-549-AP 5.25" disks	$79.90
TRL-549L-AP Lab pack of 6	$199.75
TRL-549-AP3 3.5" disks	$79.90
TRL-549L-AP3 Lab pack of 6	$199.75

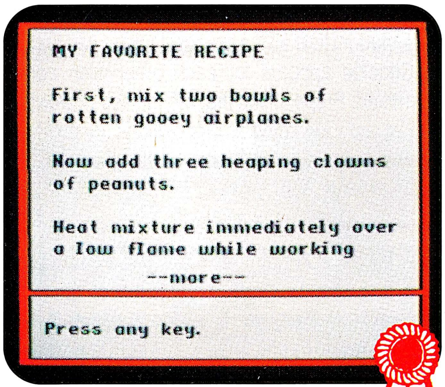


STICKYBEAR PARTS OF SPEECH

Grades: 3 - 7

Nouns, pronouns, adjectives, verbs, adverbs, conjunctions, prepositions, and interjections - they're all covered in a fun way in Stickybear Parts of Speech. The program contains four drills designed specifically to help children recognize the parts of speech. Identify parts of speech from the built-in word lists or from lists you type in. The program can be customized by level of difficulty. An extra bonus is the print option which allows you to create word list tests or sentence tests. Requires 64K.

XR-136-AP 5.25 " disk	$49.95
XR-136L-AP Lab pack of 6	$119.95
XR-136-AP3 3.5" disk	$49.95
XR-136L-AP3 Lab pack of 6	$119.95



```
MY FAVORITE RECIPE

First, mix two bowls of
rotten gooey airplanes.

Now add three heaping clowns
of peanuts.

Heat mixture immediately over
a low flame while working
        --more--

Press any key.
```

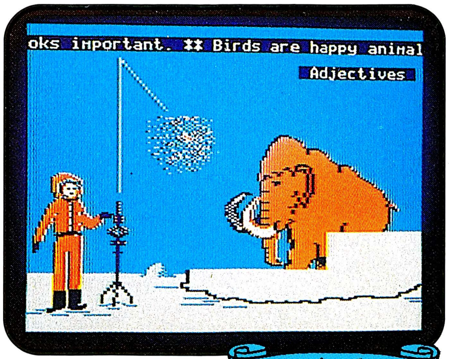
1990

SENTENCE FUN

Grades: 3 & Up

Learning and laughter come together as your children identify and use various parts of speech to construct their own stories. The basic script is in the program, but watch how the story develops when "duck" is the noun choice instead of "scientist". Fill other blanks with verbs, adjectives or adverbs and watch the humorous stories develop. Your children can use words from an established list or they can make up their own words. Sentence Fun enhances understanding of word classes by making students identify the different parts of speech within the context of a sentence and within a story. Requires 64K.

XR-3100-AP 5.25" disk	$49.95
XR-3100L-AP Lab pack of 6	$119.95
XR-3100-AP3 3.5" disk	$49.95
XR-3100L-AP3 Lab pack of 6	$119.95



```
oks important. ** Birds are happy animal
```

MAMMOTH MELTDOWN PARTS OF SPEECH

Critic's Choice

Grades: 3 - adult

This disk uses an arcade game to provide drill in the identification of parts of speech. Students choose from six identifying lessons: 1) Nouns, 2) Verbs, 3) Pronouns, 4) Adjectives, 5) Adverbs, and 6) Prepositions. Requires 64K.

G-130B-AP 5.25" disk w/backup	$59.95
G-130L-AP Lab pack of 10	$179.95
G-130B-AP3 3.5" disk w/backup	$59.95
G-130L-AP3 Lab pack of 10	$179.95

PARTS OF SPEECH

Critic's Choice

Grades: 3 - adult

Sentences are randomly generated and students are given three chances to identify the given part of speech. After three errors, the correct answer is displayed. Students may choose to see the definition of the part of speech at any time. Students who have scored a certain percent may play a rewarding game. Requires 64K.

G-116B-AP 5.25" disk w/backup	$59.95
G-116L-AP Lab pack of 10	$179.95
G-116B-AP3 3.5" disk w/backup	$59.95
G-116L-AP3 Lab pack of 10	$179.95

ADJECTIVES/ADVERBS

Grades: 3 - 6

This program contains 5 programs that will help students distinguish between adjectives and adverbs.

Which One and What Kind Of - Learn to decide which question the underlined adjective answers as well as which noun the adjective answers as well as which noun the adverb modifies.

How, When and Where - Learn to decide which question the underlined adverb answers as well as which noun the adverb modifies.

Diagraming Adjectives in Sentences - Review the concept of subject and verb and learn to place adjectives beneath nouns in a sentence diagram.

Diagraming Adverbs In Sentences - Sentence structure is further defined as you learn to place adverbs beneath nouns in a sentence diagram.

Adjective, and Adverbial Phrases - Given a sentence with a phrase highlighted, you will decide whether the phrase is adverbial or adjectival and must decide what a word that the phrase modifies. Requires 48K.

NSP-2029-AP 5.25" disk	$19.95
NSP-2029L-AP Lab pack of 5	$49.95

Parts Of Speech/Grammar

Hartley
Language Arts
Series II
Adjective

Programs in this column require 48K.

ADJECTIVES

Grades: 4 - 6

These lessons provide a comprehensive treatment of adjectives. The lessons include:

Identification of adjectives
Possessive pronouns
Using adjectives in context
•Possessive nouns
Adjective endings

H-1408B-AP 5.25" disk w/backup.	$49.95
H-1408L-AP Lab pack of 5.	$99.95
H-1408B-AP3 3.5" disk w/backup.	$49.95
H-1408L-AP3 Lab pack of 5.	$99.95

ADVERBS

Grades: 4 - 6

The lessons in this program give students extensive practice identifying and correctly using adverbs. Identification skills covered include:

- *Adverbs*
- *Adverbs that tell how, when, where,*
- *Adverbs that modify other adverbs or adjectives*
- *"Intensifiers" as adverbs*

H-1409B-AP 5.25" disk w/backup.	$49.95
H-1409L-AP Lab pack of 5.	$99.95
H-1409B-AP3 3.5" disk w/backup.	$49.95
H-1409L-AP3 Lab pack of 5.	$99.95

NOUNS/PRONOUNS

Grades: 4 - 6

The 15 lessons on these disks cover many of the concepts students find difficult, including:

- *Identifying nouns*
- *Selecting the plural ending*
- *Choosing the noun which a pronoun represents*

H-1209B-AP 5.25" disk w/backup.	$49.95
H-1209L-AP Lab pack of 5.	$129.95
H-1209B-AP3 3.5" disk w/backup.	$49.95
H-1209L-AP3 Lab pack of 5.	$129.95

VERBS

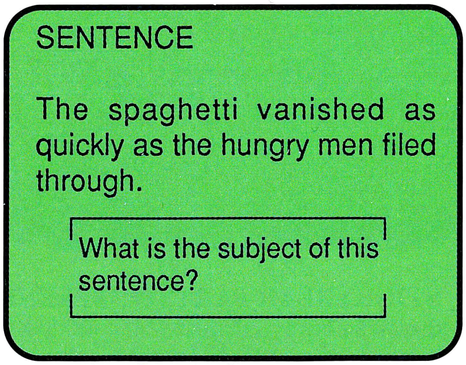
Grades 4 - 6

The 19 lessons on these disks deal with frequently missed identification skill, including:

- *Verbs*
- *Past, Present and Future forms*
- *Contractions*
- *Correct usage of the subjunctive form*

H-1208B-AP 5.25" disk w/backup.	$39.95
H-1208L-AP Lab pack of 5.	$89.95
H-1208B-AP3 3.5" disk w/backup.	$39.95
H-1208L-AP3 Lab pack of 5.	$89.95

*These **NTS** programs present brief tutorials and extensive drill on the use and recognition of various parts of speech in sentence context. These programs require 48K and are available in 5.25" disks only.*



SENTENCE

The spaghetti vanished as quickly as the hungry men filed through.

What is the subject of this sentence?

THE SUBJECT AT HAND

Grades: 4 - 7

A series of simple sentences is presented. In each the student must identify the subject. Some types of incorrect answers elicit explanatory material, and a second chance is given to answer correctly. A score is given at the end of the program. Requires 48K.

NTS-222-AP 5.25" disk only.	$40.00
NTS-222L-AP Lab pack of 5.	$80.00

SNOOKIES

Grades: 4 - 7

Snookies are friendly little graphic creatures employed in this program to reward the correct identification of prepositions. The program includes 30 sentences, each of which contains from one to six prepositions. The student lists all the prepositions he can find; then a Snookie appears for each preposition correctly identified. Prepositions that are missed or words that are wrongly identified as prepositions are pointed out by the Grelb, a somewhat more sinister figure.

NTS-221-AP 5.25" disk.	$35.00
NTS-221L-AP Lab pack of 5.	$70.00

PERSON, PLACE OR THING

The first section offers a definition of nouns and instruction in their use. The second presents a sentence followed by one of the words from that sentence. The student must declare whether or not the word is used as a noun. The third section presents a sentence and asks the student to type a list of all the nouns in the sentence. During this drill, the program blocks out incorrect answers on the screen, and highlights within the sentence nouns that the student has failed to list.

NTS-231-AP 5.25" disk .	$30.00
NTS-2321L-AP Lab pack of 5.	$60.00

LIGHTS, CAMERA, ACTION!

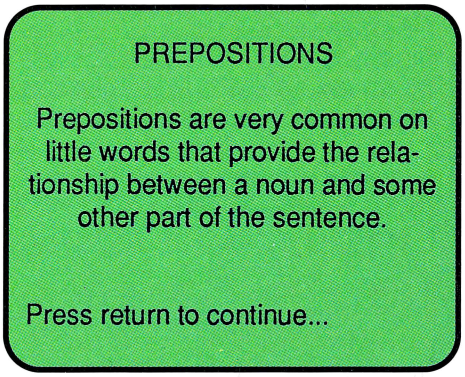
Discussion is made of "action" and "being" verbs. Auxiliary verbs are also identied, although the student is asked to list each word in a verb phrase seperately for the purpose of the program. Sections 2 and 3 correspond to the like sections of the programs on nouns and adjectives listed above.

NTS-233-AP 5.25" disk .	$30.00
NTS-233L-AP Lab pack of 5.	$60.00

TELL ME ABOUT IT

The tutorials in this program describe different kinds of adjectives and how they are used, as well as giving hints of how to identify them. Sections 2 and 3 are similar to the corresponding sections in the program on nouns. Requires 48K.

NTS-232-AP 5.25" disk.	$30.00
NTS-232L-AP Lab pack of 5.	$60.00



PREPOSITIONS

Prepositions are very common on little words that provide the relationship between a noun and some other part of the sentence.

Press return to continue...

I HAVE A PREPOSITION FOR YOU

The first section offers a definition of prepositions and instructions in their use. The second presents a sentence followed by one of the words from that sentence. The third section presents a sentence and asks the student to type a list of all the prepositions in that sentence. During this drill the program blocks out incorrect answers on the screen, and highlights from within the sentence prepositions that the student has failed to list.

NTS-235-AP 5.25" disk.	$30.00
NTS-235L-AP Lab pack of 5.	$60.00

WHAT PART DO YOU PLAY?

A sentence is presented, followed by one of the words in the sentence. The student must identify which part of speech that word is. Twenty sentences comprise each set.

NTS-236-AP 5.25 " disk.	$30.00
NTS-236L-AP Lab pack of 5.	$60.00

WHERE, WHEN, HOW, AND WHY?

The first section offers a definition of adverbs and instruction in their use. The second presents a sentence followed by one of the words from that sentence. The student must declare whether or not the word is used as an adverb in that sentence. During this drill the program blocks out the incorrect answers on the screen, and highlights within the sentence the adverbs that the student has failed to list.

NTS-234-AP 5.25" disk.	$30.00
NTS-234L-AP Lab pack of 5.	$60.00

WATCH YOUR LANGUAGE

This collection contains all of the programs in this parts of speech series.

Requires 48K.

NTS-230-AP 5.25" disk .	$149.00

THE CAPITALIZATION MACHINE

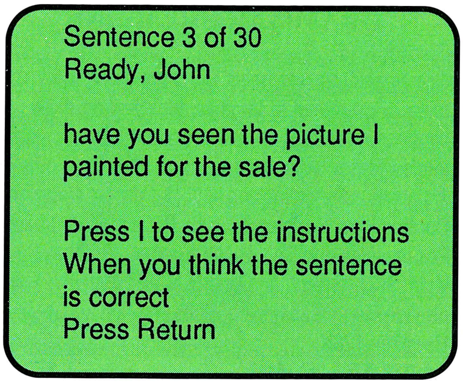
THE CAPITALIZATION MACHINE
We invited George and Cindy Smith.
The President visited Japan.
SouthWest EdPsych Services, Inc.

Graded "A" - Software Reports

Grades: 2 - 10

This program covers capitalization skills typically taught in grades 2-10. It's also beneficial for younger gifted children and older students who require remedial assistance. *The Capitalization Machine* contains 17 skill levels to ensure appropriate individualization of instruction and correlation with the classroom. Its unique computer-assisted testing component permits quick and accurate diagnosis of students' capitalization skills. The program may be customized, so you can insert your own capitalization content. The record keeping system provides convenient progress-reviews on 58 students and the management system allows students to progress at their own rate. Immediate feedback helps children learn without errors. Includes: back-up diskette, comprehensive manual, instructional objectives, and student record forms. Requires 48K.

SEP-177B-AP	5.25" disk, w/backup.	$49.95
SEP-177L-AP	Lab pack of 5.	$129.95
SEP-177B-AP3	3.5" disk, w/backup.	$49.95
SEP-177L-AP3	Lab pack of 5.	$129.95



```
Sentence 3 of 30
Ready, John

have you seen the picture I
painted for the sale?

Press I to see the instructions
When you think the sentence
is correct
Press Return
```

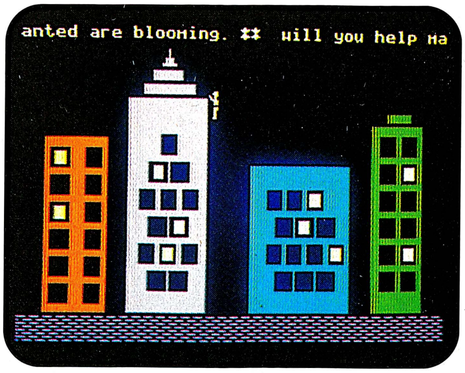
CAPITALIZATION

Grades: 3 - 8

Critic's Choice

This disk provides highly interactive guided drill in capitalization, motivates students with a reward game, and includes a management system. Students may choose from five lessons: 1) capitalizing the first word in a sentence and the pronoun "I"; 2) capitalizing proper personal names; 3) capitalizing the days of the week and the months; 4) capitalizing holidays and special days; and 5) capitalizing proper place names. Students are presented with a run of sentences (the teacher can determine the number presented) in which they must capitalize the correct words. Students are given three attempts to correct each sentence. Requires 64K.

G-112B-AP	5.25" disk w/backup.	$59.95
G-112L-AP	Lab pack of 10.	$179.95
G-112B-AP3	3.5" disk w/backup.	$59.95
G-112L-AP3	Lab pack of 10.	$179.95



```
anted are blooming. ** will you help ma
```

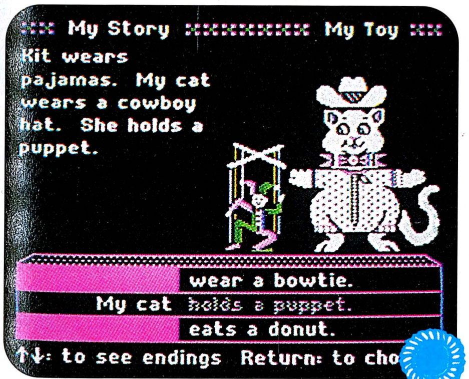
BLACKOUT!
A CAPITALIZATION GAME

Grades: 4 - 10

Critic's Choice

Students choose from six lessons: 1) First Word in a Sentence and I, 2) Proper Personal Names, 3) Days of the Week and Months, 4) Holidays and Special Days, 5) Proper Place Names, and 6) All Topics Combined. As the game begins, all of the lights in the city go out. The two players take the roles of electricians whose goal is to make the lights come back on. Sentences move across the top of the screen. When a word which should be capitalized is in the space above the tallest skyscraper, students press the space bar. The word becomes capitalized and some lights in the city come back on. The game ends when all the lights are back on again. Requires 64K.

G-140B-AP	5.25" disk w/backup.	$59.95
G-140L-AP	Lab pack of 10.	$179.95
G-140B-AP3	3.5" disk w/backup.	$59.95
G-140L-AP3	Lab pack of 10.	$179.95



```
:::: My Story :::::::::::: My Toy ::::
Kit wears
pajamas.  My cat
wears a cowboy
hat.  She holds a
puppet.

                 wear a bowtie.
         My cat  holds a puppet.
                 eats a donut.
↑↓: to see endings  Return: to cho
```

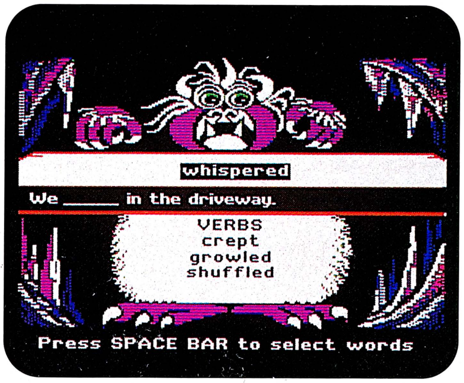
GRAMMAR TOY SHOP

1992

Grades: 1 - 2

Grammar Toy Shop is a set of three interactive programs that give first- and second-grade students an opportunity to practice constructing complete sentences with subject/verb agreement and appropriate present/past verb tense, and in sorting basic parts of speech. Requires 128K.

MEC-271 -AP	5.25" disk	$59.00
MEC-271L-AP	Lab pack of 5.	$129.00
MEC-271 -AP3	3.5" disk	$59.00
MEC-271L-AP3	Lab pack of 5.	$129.00



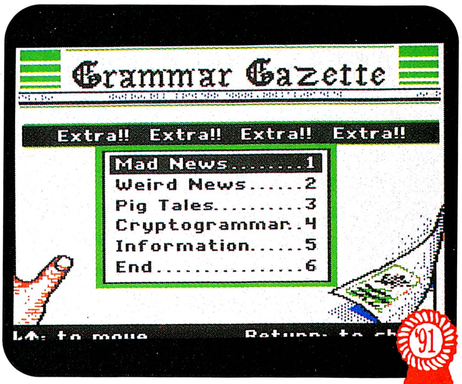
```
              whispered
We _____ in the driveway.
                VERBS
                crept
               growled
              shuffled

 Press SPACE BAR to select words
```

GRAMMAR MONSTERS

Grades: 3 - 4

The computer provides a dynamic environment for students to experience the power of using proper grammar. As students practice grammar skills, they see the computer react visually to their correct choices. Imaginative monster theme , Students practice skills in context rather than in isolation, Printing option lets students print their stories, Remediation provided for students having difficulty. Requires 128K.

MEC-272 -AP	5.25" disk	$59.00
MEC-272L-AP	Lab pack of 5.	$129.00
MEC-272 -AP3	3.5" disk	$59.00
MEC-272L-AP3	Lab pack of 5.	$129.00



```
Grammar Gazette

Extra!!  Extra!!  Extra!!  Extra!!
   Mad News.........1
   Weird News.......2
   Pig Tales........3
   Cryptogrammar....4
   Information......5
   End..............6
←→: to move            Return: to ch
```

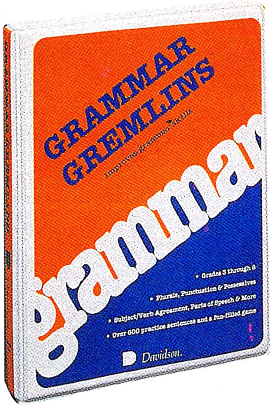
'91

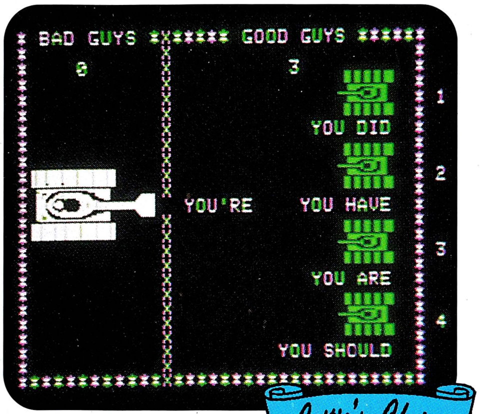
GRAMMAR GAZETTE

Grades: 5 - 6

Grammar Gazette is a set of three interactive instructional programs and one educational game. The product gives students practice with identifying parts of speech, editing usage errors, and sentence expansion with prepositional phrases. The educational game helps students see patterns in words as they decode a message in an imaginative newspaper setting; practice skills in context; complete articles with a built in word editor. There is a print option and remediation for students having difficulty. Requires 128K.

MEC-273 -AP	5.25" disk	$59.00
MEC-273L-AP	Lab pack of 5.	$129.00
MEC-273 -AP3	3.5" disk	$59.00
MEC-273L-AP3	Lab pack of 5.	$129.00


GRAMMAR GREMLINS
Improves Grammar Skills
grammar
• Grades 3 through 6
• Plurals, Punctuation & Possessives
• Subject/Verb Agreement, Parts of Speech & More
• Over 600 practice sentences and a fun-filled game
Davidson.



TANK TACTICS

Critic's Choice

Grades: 3 - 6

Students take on the dreaded "Super Tank" in a battle to end all battles. It's the "good guys" against the "bad guys" as students use their word skills to win the day. The Super Tank fires a word or word root and students must block the shot by choosing the correct affix (exact procedure depends on the specific skill being taught in that program). Ten correct responses spell victory for the student. Triumph is rewarded with closing graphics showing the "Super Tank" being wiped out. Defeat earns the student only words of encouragement for the next battle. Each program provides basic instruction in the word skill needed to play and allows the teacher to quickly review the students' performance. Each topic contains 1 Disk and Teacher's Guide. Requires 48K.

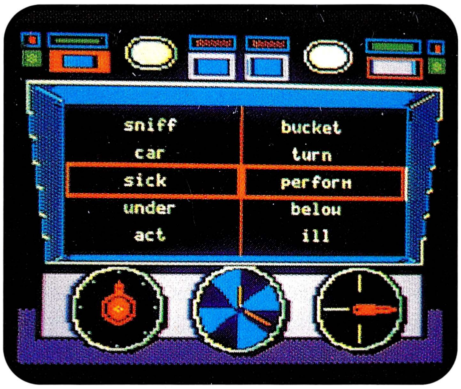
Contractions	
DC-241-AP 5.25" disk only.	**$29.95**
Suffixes, Part 1	
DC-242-AP 5.25" disk only.	**$29.95**
Suffixes, Part 2	
DC-243-AP 5.25" disk only.	**$29.95**
Prefixes	
DC-244-AP 5.25" disk only.	**$29.95**
Base Words	
DC-245-AP 5.25" disk only.	**$29.95**
Homonyms	
DC-246-AP 5.25" disk only.	**$29.95**
Plurals	
DC-247-AP 5.25" disk only.	**$29.95**
Tank Tactics (Complete Set) One each of preceding 7 disks and a Teacher's Guide.	
DC1-240-AP 5.25" disks only.	**$199.50**

GRAMMAR GREMLINS

Grades: 3 - 6

Grammar Gremlins helps students learn the basic rules of grammar to improve their writing skills. It contains more than 60 rules and 600 practice sentences presented on four levels of difficulty. Some of the areas covered include: Subject/Verb Agreement, Contractions, Parts of Speech, Plurals, Punctuation, Possessives and Sentence Structure. Pretest, Build Your SKill, Grammar Gremlins, and Review Tests provide diagnostic testing, skills practice and review. Requires 128K.

DA-213-AP 5.25" disk.	**$59.95**
DA-213L-AP Lab pack of 5.	**$129.95**
DA-213-AP3 3.5" disk.	**$59.95**
DA-213L-AP3 Lab pack of 5.	**$129.95**



MISSION CONTROL WORD GAMES: HOMONYMS, ANTONYMS, AND SYNONYMS

Grades: 4 - 10

This disk combines an exciting arcade game with drill in the identification of homonyms, antonyms, and synonyms; and it includes program and student management systems. Students choose a game: Black Hole Homonym, Asteroid Antonym, or Star Ship Synonym. In the first game, they are shown a sentence and a pair of homonyms; they must choose the correct word. In the other two games, students are shown two columns of words. The left column moves at a steady pace and each word has a match in the right column. Students must align matching pairs as quickly as possible.The program management system allows you to determine the number of pairs presented, set the speed, turn the sound on or off, and choose word lists. Each game contains a bank of approximately 100 pairs of words. You may also add eight lists having as many as 50 words each for antonyms and synonyms.

The student management system records the students name, the speed, the raw score, and the percent correct. The system holds up to 200 names in alphabetical order. You may view, print, or delete all or individual scores.

G-132B-AP 5.25" disk, w/backup.	**$59.95**
G-132L-AP Lab pack of 10.	**$179.95**
G-132B-AP3 3.5" disk, w/backup.	**$59.95**
G-132L-AP3 Lab pack of 10.	**$179.95**

BIG
LARGE
An enticing game which strengthens vital language arts skills . . .

SYNONYM SEARCH

Grades: 3 - 12

This colorful program transforms learning synonyms into a self-directed activity and motivates children to succeed. Contains more than 850 selected synonyms and allows one to customize by inserting other synonyms. Children can play without competition, against other students, or against the computer. Teacher's manual included. Requires 48K.

SEP-096B-AP 5.25" disk, w/backup.	**$39.99**
SEP-096L-AP Lab pack of 5.	**$119.99**
SEP-096B-AP3 3.5" disk, w/backup.	**$39.99**
SEP-096L-AP3 Lab pack of 5.	**$119.99**

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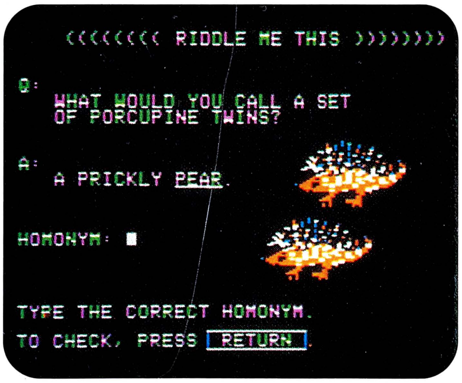


```
((((((( RIDDLE ME THIS )))))))

Q: WHAT WOULD YOU CALL A SET
   OF PORCUPINE TWINS?

A: A PRICKLY PEAR.

HOMONYM: ■

TYPE THE CORRECT HOMONYM.
TO CHECK, PRESS RETURN.
```

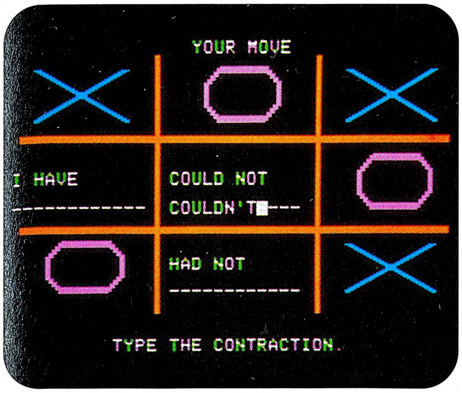
RIDDLE ME THIS

Critic's Choice

Grades: 4 - 6

Riddle Me This combines sheer enjoyment with solid achievement in basic reading skills. The computer becomes a riddler, arousing curiosity and challenging students' word recognition skills. Graphics heighten enjoyment of the riddles. Students may be asked to type the correct two-word form of a contraction, to think of a homonym,or to type a possessive showing the relationship between two things mentioned in the riddle. Requires 48K.

Homonyms	
DC-251-AP 5.25" disk only.	**$29.95**
Contractions	
DC-252-AP 5.25" disk only.	**$29.95**
Possessives	
DC-253-AP 5.25" disk only.	**$29.95**
Riddle Me This, Set of all 3	
DC-250-AP 5.25" disk only.	**$85.25**



```
YOUR MOVE
I HAVE        COULD NOT
------------  COULDN'T█---
              HAD NOT
              ------------
TYPE THE CONTRACTION.
```

PIK-PEK-PUT

Critic's Choice

Grades: 4-6

In *Pik-Pek-Put*, students put their word skills to work against the computer in a game of strategy much like Tic-Tac-Toe. The grid has a word in each of its squares. Students choose the square they wish to mark by moving the cursor, then affixing the word in the square. A correct response gets an X. A wrong answer gets no mark. The computer then takes its turn, choosing the square missed by the student or any other unplayed square and affixing a word to mark an O. First to get three in a row wins. This program combines the necessity to move intelligently with the need to carefully apply word recognition skills. The computer provides basic instruction in the skill needed to play each game and allows the teacher to quickly review the students' performance.

A Teacher's Guide is included with all the following lessons. Requires 48K.

Suffixes, Part 1	
DC-201-AP 5.25" disk only.	$29.95
Suffixes, Part 2	
DC-202-AP 5.25" disk only.	$29.95
Prefixes, Part 1	
DC-203-AP 5.25" disk only.	$29.95
Prefixes, Part 2	
DC-204-AP 5.25" disk only.	$29.95
Contractions	
DC-205-AP 5.25" disk only.	$29.95
Base Words	
DC-206-AP 5.25" disk only.	$29.95
Plurals	
DC-207-AP 5.25" disk only.	$29.95
Possessives	
DC-208-AP 5.25" disk only.	$29.95
Complete Package (8 Disks)	
DC-200-AP 5.25" disk only.	$227.50

BASIC ENGLISH SKILLS-SENTENCES

Critic's Choice

Grades: 4 - 6

This program consists of 23 lessons focusing on typical problems in English sentence structure. Most lessons consist of an introductory tutorial section with functional and unscored reinforcement questions, followed by one or more practice sets that evaluate student performance. This package was designed and developed in answer to the need for materials in basic skills curriculum, especially for review and reinforcement. Program provides reinforcing feedback for both correct and incorrect responses. Lessons include tutorials, as well as drill and practice, each with specific learning objectives. Each lesson is instructor-independent so it can be used in a classroom setting or in learning resource centers. User controls program speed. Student s are prompted to answer correctly with clues. Prescriptive information and/or remedial reviews are given when the student is having difficulty. If students do poorly in practice examples, a review option is available.

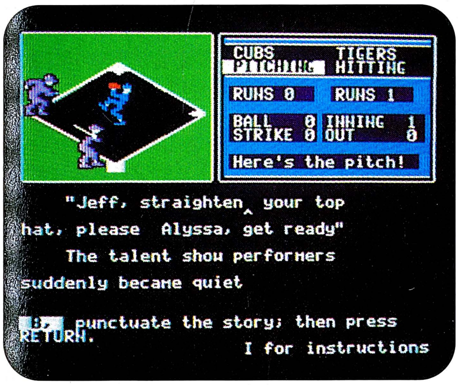
Teacher's Manual included. Requires 48K.

Complements	
LG-255B-AP 5.25" disk w/backup.	$59.00
LG-255L-AP Lab pack of 5.	$118.00
Subjects & Predicates	
LG-259B-AP 5.25" disk w/backup.	$118.00
LG-259L-AP Lab pack of 5.	$236.00
Objects	
LG-265B-AP 5.25" disk w/backup.	$59.00
LG-265L-AP Lab pack of 5.	$118.00
Agreement	
LG-271B-AP 5.25" disk w/backup .	$118.00
LG-271L-AP Lab pack of 5.	$236.00
Phrases & Clauses	
LG-277B-AP 5.25" disk w/backup.	$118.00
LG-277L-AP Lab pack of 5.	$236.00
Entire Package	
Including: 8 Disks and a Teacher's Manual	
LG-253B-AP 5.25" disk w/backup.	$429.00
LG-253L-AP Lab pack of 5.	$698.00

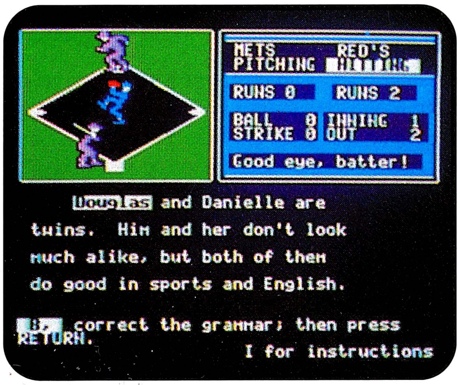
PUNCTUATION BASEBALL & GRAMMAR BASEBALL

Grades: 3 - 10

This series uses a realistic baseball game, which may be played by one or two players, to motivate students to practice their punctuation and grammar skills. Alternating as pitchers and hitters, students earn hits and runs for correct answers and strikes and outs for incorrect answers. You may set the number of innings in a game and turn the sound on or off. The management system holds up to 200 names. You may view, print or delete all or individual records.



```
CUBS       TIGERS
PITCHING   HITTING
RUNS 0     RUNS 1
BALL   0   INNING 1
STRIKE 0   OUT    0
Here's the pitch!

  "Jeff, straighten^ your top
hat, please  Alyssa, get ready"
  The talent show performers
suddenly became quiet

8. punctuate the story; then press
RETURN.
              I for instructions
```



```
METS       RED'S
PITCHING   HITTING
RUNS 0     RUNS 2
BALL   0   INNING 1
STRIKE 0   OUT    2
Good eye, batter!

  Douglas and Danielle are
twins.  Him and her don't look
much alike, but both of them
do good in sports and English.

8. correct the grammar; then press
RETURN.
              I for instructions
```

PUNCTUATION BASEBALL

Students are given short paragraphs and must insert correct punctuation.

Level A: Grades: 3 - 6

Students choose from End Punctuation (periods, question marks, and exclamation marks), Commas, Apostrophes, and Review. Requires 64K.

G-179B-AP 5.25" w/backup.	$59.95
G-179L-AP Lab pack of 10.	$179.95
G-179B-AP3 3.5" w/backup.	$59.95
G-179L-AP3 Lab pack of 10.	$179.95

Level B: Grades: 7 - 10

Students choose from Commas, Quotation Marks, Colons, Semi-Colons, Hyphens, and Review.

G-180B-AP 5.25" w/backup.	$59.95
G-180L-AP Lab pack of 10.	$179.95
G-180B-AP3 3.5" w/backup.	$59.95
G-180L-AP3 Lab pack of 10.	$179.95

GRAMMAR BASEBALL

Students are given short paragraphs and must choose correct usage from two to four choices.

Level A: Grades 3 - 6

This disk concentrates on subject-verb agreement, pronouns, modifiers, and regular verbs. Requires 64K.

G-187B-AP 5.25" w/backup.	$59.95
G-187L-AP Lab pack of 10.	$179.95
G-187B-AP3 3.5" w/backup.	$59.95
G-187L-AP3 Lab pack of 10.	$179.95

Level B: Grades: 7 - 10

This disk challenges students with relative pronouns, subject-verb agreement, adjectives and adverbs, and common usage problems such as accept-except.

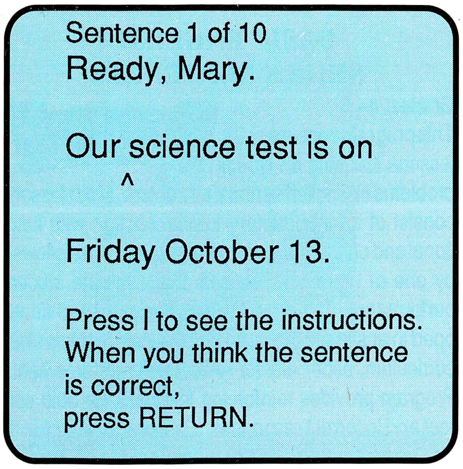
G-188B-AP 5.25" w/backup.	$59.95
G-188L-AP Lab pack of 10.	$179.95
G-188B-AP3 3.5" w/backup.	$59.95
G-188L-AP3 Lab pack of 10.	$179.95

ESSENTIAL GRAMMAR

Grades: 4 - 10

The lessons are: 1) Common and Proper Nouns, Singular and Plural Nouns 2) Verb Tenses and Verb Agreement with Subject 3) Adjectives and Adverbs, Degree of Adjectives and Adverbs and 4) Subject Pronouns, Object Pronouns, Possessive Pronouns, Reflexive Pronouns, and Agreement with Antecedent. Contains 300 - 400 sentences, and after a test, a detailed skills report may be viewed or printed. If a certain percent is scored, the student may go on to play the arcade-style reward game. Requires 64K.

G-157B-AP 5.25" disk w/backup.	$59.95
G-157L-AP Lab pack of 10.	$179.95
G-157B-AP3 3.5" disk w/backup.	$59.95
G-157L-AP3 Lab pack of 10.	$179.95



```
Sentence 1 of 10
Ready, Mary.

Our science test is on
      ^

Friday October 13.

Press I to see the instructions.
When you think the sentence
is correct,
press RETURN.
```

COMMAS

Critic's Choice

Grades: 4 - 10

Students may choose from five lessons: Using Commas in Addresses, Using Commas in Dates, Using Commas in Series, Using Commas in Compound Sentences, and Using Commas to Set Off Subordinate Clauses. Sentences are randomly generated, and students have three opportunities to place commas correctly before the correct sentence is displayed. After each run, students are given a performance summary. Those who score a certain percent may play the arcade game. You may set the number of sentences in a run, turn the sound on or off, turn the reward game on or off, and choose a percent required to play the game. Up to 200 students' names, lessons worked, scores, and percents are recorded. You may view, print, or delete all or individual records.

Requires 64K.

G-122B-AP 5.25" disk w/backup. $59.95
G-122L-AP Lab pack of 10. .... $179.95
G-122B-AP3 3.5" disk w/backup. $59.95
G-122L-AP3 Lab pack of 10. .... $179.95

GRAMMAR

Critic's Choice

Grades: 4 - 10

Students pick up a lesson on a part of speech. The 2 noun lessons are: Singular and Plural Nouns, and Plural and Possessive Nouns. The 5 verb lessons are: Tense of Regular Verbs, Tense of Irregular Verbs, Agreement with the Subject, Troublesome Verbs, and Contradictions. Troublesome Verbs includes the proper use of sit and set, lay and lie, and have. Adjectives and adverbs are combined in two lessons: Choosing Adjective or Adverb, and Degrees of Comparison. The 2 pronoun lessons are: Case of Pronouns and Agreement with Antecedent. You turn the sound or the reward game on or off and set the number of questions and set the percent needed to play the reward game. Up to 200 names, scores, lessons completed, and percents correct are recorded. You may view, print, or delete all or individual records. Requires 64K.

G-131B-AP 5.25" disk w/backup. $59.95
G-131L-AP Lab pack of 10. .... $179.95
G-131B-AP3 3.5" disk w/backup. $59.95
G-131L-AP3 Lab pack of 10. .... $179.95

GRAMMAR PACKAGE 1

Grades: 4 - 10

This disk contains a series of six programs. The first five deal with the recognition of parts of speech (adjectives, adverbs, nouns, verbs and pronouns). In each of these programs randomly selected sentences are displayed on the screen. Each time the student presses the space bar, the program will display a word from the sentence in a box being held by a robot. If the student thinks the word is the part of speech being covered, he/she presses the return key. If the selection is correct, the robot will jump up and down.

In the sixth program (PERSON, PLACE, OR THING) nouns are randomly placed in one of three boxes labeled person, place or thing. As the student presses the space bar, the noun moves from one box to the next. When the student thinks the noun is in the right box he/she presses the return key.

Requires 48K.

ML-026-AP 5.25" disk only. $45.00
ML-026L-AP Lab pack of 10. .... $135.00

GRAMMAR PACKAGE 2

Grades: 4 - 10

Contractions. Explanations and examples of contractions are given with drill and practice on using contractions. Scoring is given at the end of the drill.

Possessive Case. Explanations are given with examples. This program offers drill and practice on possessives. Nouns and pronouns are included. Scoring is given at the end of each drill.

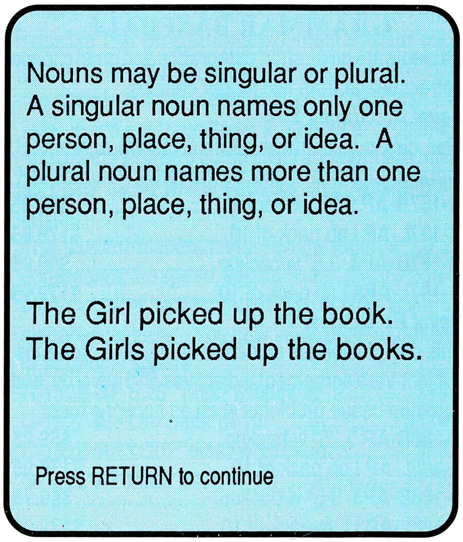
Prefixes. Includes explanation with examples. Offers drill and practice on prefixes. Scoring is provided at the end of the drill.

Spelling Rules. This program covers many spelling rules. Explanations and examples are shown. Includes user selected drill and practice sessions. Scoring is provided at the end of each drill.

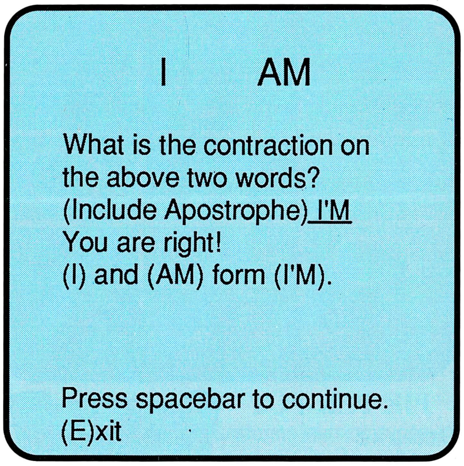
Subject/Verb Agreement. Includes explanations and examples. Drill and practice is also provided. Scoring is provided at the end of the drill and practice session.

Requires 48K.

ML-089-AP 5.25" disk only. $50.00
ML-089L-AP Lab pack of 10. .... $150.00



```
Nouns may be singular or plural.
A singular noun names only one
person, place, thing, or idea.  A
plural noun names more than one
person, place, thing, or idea.


The Girl picked up the book.
The Girls picked up the books.


Press RETURN to continue
```



```
I        AM

What is the contraction on
the above two words?
(Include Apostrophe) I'M
You are right!
(I) and (AM) form (I'M).


Press spacebar to continue.
(E)xit
```

GRAMMAR PACKAGE 3

Grades: 4 - 10

Punctuation. This program covers the following commonly used punctuation marks: period, comma, exclamation point, question mark, and colon. For each of the punctuation marks, rules and examples are included. In the drill and practice session, students are required to insert correct punctuation.

Capitalization. This program covers capitalization rules utilizing numerous illustrations and examples. A drill and practice session is included where the student is required to insert correct capitalization.

Syllables. This program offers drill and practice on syllable division. A word is displayed on the screen for the student to divide into syllables. The student receives immediate feedback from the computer. If the student answers incorrectly he/she is shown the correct division of the word. When the drill is ended the total number of words attempted, number correct, and percent correct is displayed. The program includes over 600 words.

Commonly Confused Words. The student tries to match commonly confused words with their definitions. Since misspellings are often the result of confusing two words that are identical or very close in their pronunciations, this program serves to improve not only vocabulary but also spelling. Requires 48K.

ML-045-AP 5.25" disk only. $50.00
ML-045L-AP Lab pack of 10. .... $150.00

ESSENTIAL PUNCTUATION GAMES

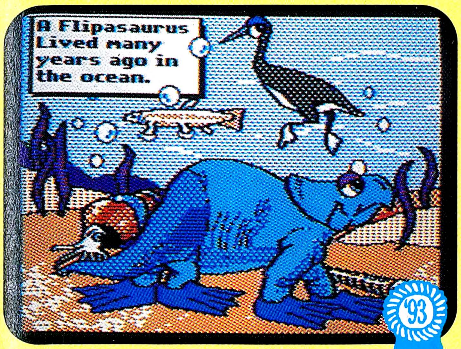
Critic's Choice

Grades: 4 - 10

The lessons are: 1) End Punctuation, 2) Periods in Abbreviations, 3) Commas, 4) Advanced Commas, 5) Semicolons, Colons, and Hyphens, 6) Apostrophes, and 7) Quotation Marks. The disk uses a standardized achievement test format in which randomly generated sentences appear on three lines. Students must identify the line which contains the error or choose the fourth line which says, "No error." Students may work a lesson or take a test. Requires 64K.

G-156B-AP 5.25" disk w/backup. $59.95
G-156L-AP Lab pack of 10. .... $179.95
G-156B-AP3 3.5" disk w/backup. $59.95
G-156L-AP3 Lab pack of 10. .... $179.95

Imagination & Creativity from Toucan (formerly Pelican)



DINOSAUR DAYS

Grades: K - 9

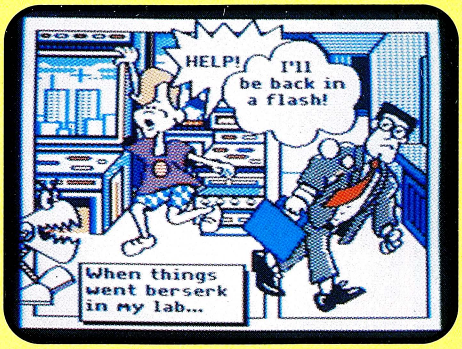
Children love dinosaurs! Now they can create an endless drove of dinosaurs to write about and publish their own books. Travel back in time to the world of dinosaurs on a two disk journey. The learning disk lets you unearth information about prehistoric life. Students will discover a variety of interesting dinosaurs and plant life. Click on a picture reference. Or maybe you want to create your own dinosaurs and descriptions using hundreds of prehisoric dinosaurs or imaginary creatures that ride skateboards or munch on primative plants. Then, using the built-in text processor, write a story and become an "Authorosaurus!"

Requires 128K

PEL-02-AP 5.25" disk.	**$59.95**
PEL-02L-AP Lab pack of 5.	**$119.95**
PEL-02-AP3 3.5" disk.	**$59.95**
PEL-02L-AP 3 Lab pack of 5.	**$119.95**

Macintosh requires 1MB for B&W, 2 MB for Color.

PEL-02-MAC	**$59.95**
PEL-02L-MAC Lab pack of 5.	**$119.95**



POW! ZAP! KER-PLUNK!

Grades: K - 9

This program produces spectacular looking comic books! Choose from a variety of backgrounds and hundreds of clip art to begin your design. Watch as your students dazzle their friends with their comic books, colossal cards and posters! Ideal for improving reading and writing skills.

Special Learning Features

- •Reading and Writing Skills
- •Story Sequencing Skills
- •Critical Thinking Skills
- •Collaborative Writing Skills

Requires 128K

PEL-03-AP 5.25" disk.	**$59.95**
PEL-03L-AP Lab pack of 5.	**$119.95**
PEL-03-AP3 3.5" disk.	**$59.95**
PEL-03L-AP 3 Lab pack of 5.	**$119.95**

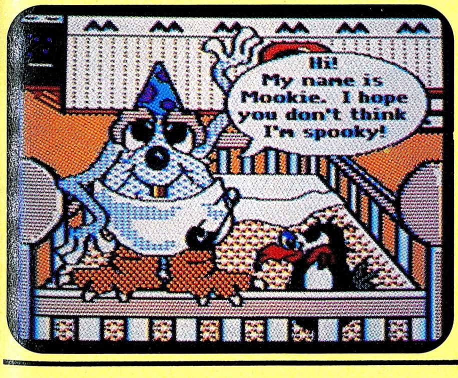
Macintosh requires 1MB for B&W, 2 MB for Color.

PEL-03-MAC	**$59.95**
PEL-03L-MAC Lab pack of 5.	**$119.95**

MONSTERS AND MAKE-BELIEVE

Grades: 2 - 6

Create thousands of magical characters using over one hundred body parts on any of eight colorful backgrounds. Using the full screen text processor, children of all ages can write monster myths to accompany their monster creations. Both monsters and myths can be stored and retrieved from a work disk and printed in 5 unique sizes, depending on your monster mood.



Requires 128K

PEL-200-AP 5.25" disk.	**$59.95**
PEL-200L-AP Lab pack of 5.	**$119.95**
PEL-200-AP3 3.5" disk.	**$59.95**
PEL-200L-AP 3 Lab pack of 5.	**$119.95**

Macintosh requires 1MB for B&W, 2 MB for Color.

PEL-200-MAC	**$59.95**
PEL-200L-MAC Lab pack of 5.	**$119.95**

TRANSPORTATION TRANSFORMATION

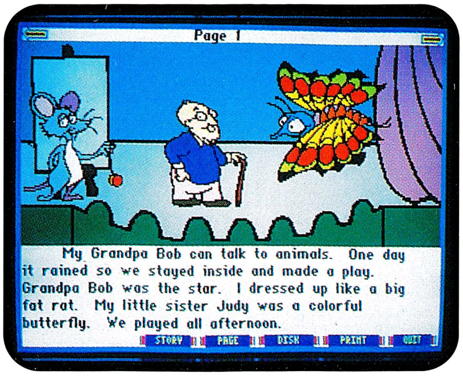
Grades: 4 - 7

You're in the driver's seat! Start creating new and unusual vehicles and watch as your creative writing skills take off! This graphic writing program stimulates the writer/inventor in all of us. Design and print out an entire book. The colorful graphics and never ending creative contraptions combine to make this a program that Henry Ford and the Wright Brothers would have found fascinating. Requires 128K.

PEL-100-AP 5.25" disk.	**$59.95**
PEL-100L-AP Lab pack of 5.	**$119.95**
PEL-100-AP3 3.5" disk.	**$59.95**
PEL-100L-AP 3 Lab pack of 5.	**$119.95**

Macintosh requires 1MB for B&W, 2 MB for Color.

PEL-100-MAC	**$59.95**
PEL-100L-MAC Lab pack of 5.	**$119.95**



My Grandpa Bob can talk to animals. One day it rained so we stayed inside and made a play. Grandpa Bob was the star. I dressed up like a big fat rat. My little sister Judy was a colorful butterfly. We played all afternoon.

KIDWRITER

from Queue

Critic's Choice

Grades: 1 - 4

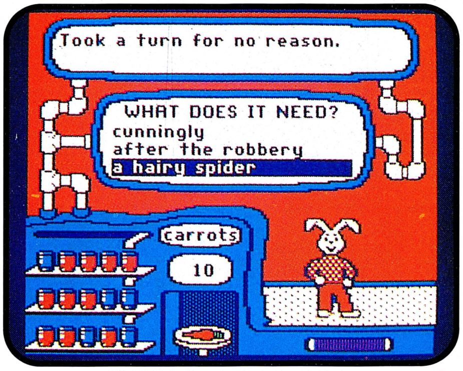
Children select colorful pictures and write text to create their own storybook. A choice of 99 different characters allows them to make pictures of almost anything. As versatile and exciting as a child's imagination, this program encourages children to create word and picture stories while introducing them to the fundamentals of word processing. Stories can be printed .

Apple IIe requires 64K, 5.25" disk only

SS-118-AP	**$39.95**

Golden Edition for the **Apple IIGS**, requires 768K.

SS-118-GS 3.5" disk.	**$49.95**
SS-118L-GS Lab pack of 10.	**$149.85**



Took a turn for no reason.

WHAT DOES IT NEED?

cunningly

after the robbery

a hairy spider

WRITER RABBIT

by Learning Company

Critic's Choice

Grades: 2 - 5

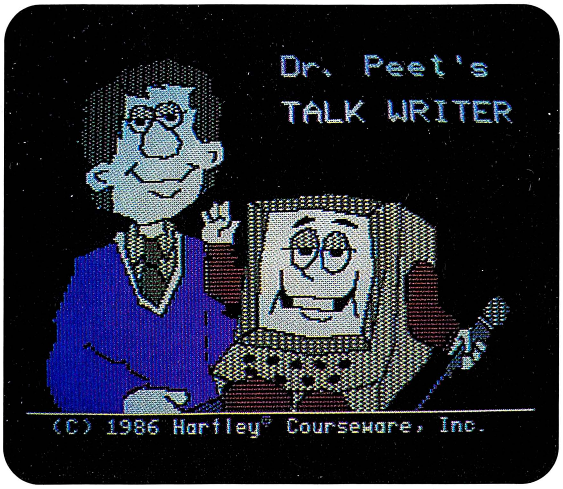
Writer Rabbit builds early writing skills and teaches children the basic building blocks for writing. In six carefully sequenced games, children join Writer Rabbit at a sentence party where they learn to put together words and phrases to build complete sentences. It provides helpful hints, and correct answers are rewarded with party treats. The program also includes a "Silly Story Maker" so children can write stories and letters. Comes with a student record-keeping system which allows you to assess progress and identify areas for improvement. Also, the program can be customized to a student's ability (select vocabulary level, sentence length, game speed , and more).

Requires 64K.

LC-16040-AP 5.25" disk only.	**$59.95**
LC-16040L-AP Lab pack of 5.	**$149.95**

Apple IIGS requires 64K.

LC-16040-GS 3.5" disk.	**$59.95**
LC-16040L-GS Lab pack of 5.	**$149.95**



Critic's Choice

DR. PEET'S TALK/WRITER

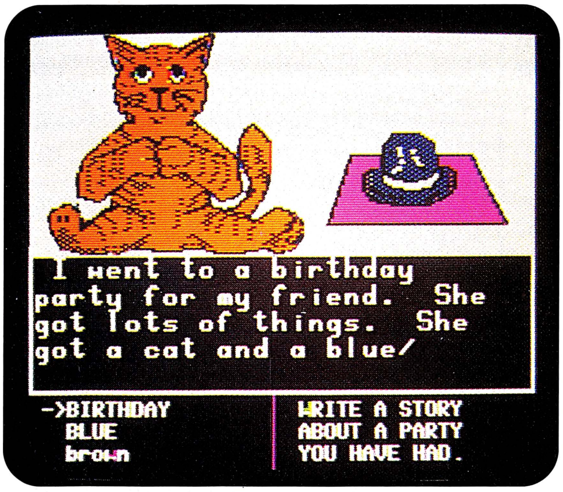
Grades: PreK - 2

This award-winning program takes the non-reader from letter recognition to word processing. The first disk offers both structured and open-ended exploration of the ABC's, the keyboard, and the exciting process of combining letters to form words.

The second disk is a simplified word processor, using a large letter set and four single-key commands. An ECHO II speech synthesizer (see page 17) can be used to "read" all text and "sing" all menu items. Special options are available for the visually impaired.

Requires 64K.

H-0210B-AP 5.25" disk w/backup.	**$79.95**
H-0210L-AP Lab pack of 5.	**$159.95**
H-0210B-AP3 3.5" disk w/backup.	**$79.95**
H-0210L-AP3 Lab pack of 5.	**$159.95**



I went to a birthday party for my friend. She got lots of things. She got a cat and a blue/

->BIRTHDAY
BLUE
brown

WRITE A STORY ABOUT A PARTY YOU HAVE HAD.

NEW '92 RELEASE

TC WRITER

Grades: K - 1

Educators know how important it is to involve their students in writing activities. They also know how important it is to integrate writing activities with their reading.

This simple word processor lets students take the animated graphics from their favorite Tim and the Cat program (see page 17) and write their own illustrated stories. All of the stories the students create will talk with the help of a speech synthesizer. Students can read and listen to the stories on the program disk, then select their favorite animated pictures from *The Fish Dish*, *Jen the Hen*, or *The Big Red Hat* (see page 17) to create their own individualized versions of the stories with *TC Writer.* Stories can be printed out - even in color! If desired, students can see and use key words and phrases for their stories by accessing a vocabulary window. These vocabulary words can be easily changed by the teacher at any time.

Requires 128K.

H-1009B-AP 5.25" disk w/backup.	**$119.95**
H-1009B-AP3 3.5" disk w/backup.	**$119.95**

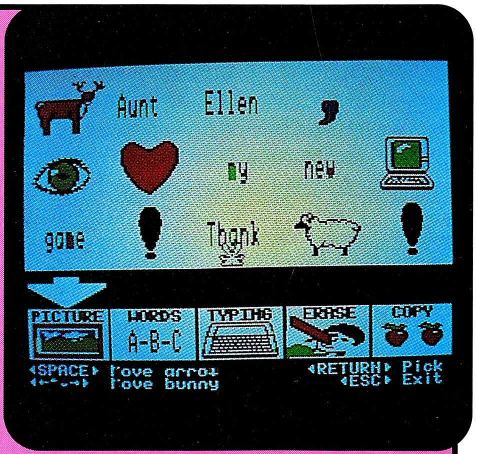
Critic's Choice

COTTON TALES

Grades: K - 3

Cotton Tales is a flexible writing tool featuring 192 graphics and 616 words. Pictures are the key to this program for students just beginning to read and write. The cursor is a bunny called Cotton. An easy to use Picture Menu helps players learn to enter text or pictures, insert, erase, copy and scroll. A Picture Utility Menu guides players to print, clear, save, load, and delete. *Cotton Tales* is a flexible writing tool. Students who cannot read may write their message by choosing pictures from the Picture Library. Students who are just learning to read may add words from the dictionary. Challenge Upgrade lets the teacher specify graphics and words available for use, put graphics and words into categories (people, toys, animals, etc.), allow students to type in their own words, add words to the word dictionary, and translate pictures into words. Requires 48K.

MDP-4000-AP 5.25" disk.	**$49.99**
MDP-4000L-AP Lab pack of 6.	**$129.00**
MDP-4000-AP3 3.5" disk.	**$49.99**
MDP-4000L-AP3 Lab pack of 6.	**$129.00**
MDP-4022-MAC	**$49.99**
MDP-4022L-MAC Lab Pack of 6.	**$129.00**



COTTON PLUS

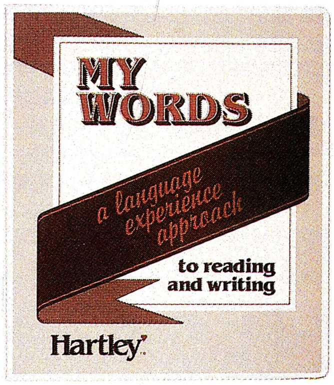
Expand your Picture Library with 160 additional graphics to use with Cotton Tales. Requires 48K.

MDP-4100-AP 5.25" disk only.	**$29.99**
MDP-4100L-AP Lab pack of 6.	**$82.50**
MDP-4122-MAC	**$49.99**
MDP-4122L-MAC Lab pack of 6.	**$129.00**

COTTON WORKS

Select from Cotton Works library of 50 prepared worksheets for grades K - 2. Requires 48K.

MDP-4200-AP 5.25" disk only.	**$29.99**
MDP-4200L-AP Lab pack of 6.	**$82.50**



MY WORDS

Grades: K - 3

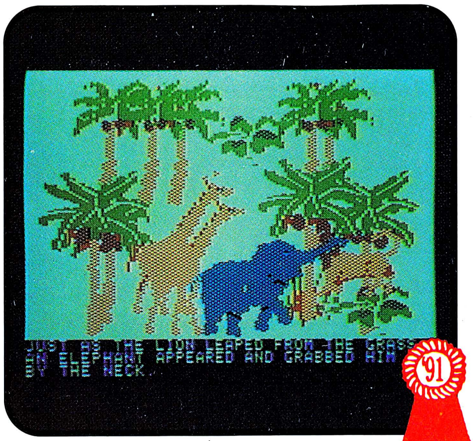
This program lets students create stories from their own imagination or a special experience and then listen to the computer "read" to them. A teacher or parent, using the program's word processor, types the dictated story. A list of all the words in the story is simultaneously created. This list remains on the student's disk. Students can then use this personalized "talking" word list over and over again to create new stories or add to their old ones. Requires 64K and speech synthesizer (see page 17).

H-0214B-AP 5.25" disk, w/backup.	**$69.95**
H-0214L-AP Lab pack of 5.	**$149.95**
H-0214B-AP3 3.5" disk, w/backup.	**$69.95**
H-0214L-AP3 Lab pack of 5.	**$149.95**

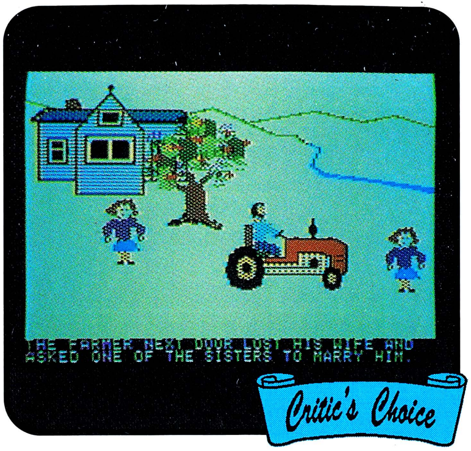
ONCE UPON A TIME

Grades: 1 - 7

With imagination as their only limitation, learning the important concepts of story creation and illustration become fun and easy. In building their illustrations, children learn to deal with perspective and other spatial relationships. While writing their stories, vocabulary, reading and spelling skills are enhanced. As children author books from one to hundreds of pages, they can either display them on screen or print them out. *Once Upon A Time...* is simple enough for young students, yet challenging enough for older ones.



JUST AS THE LION LEAPED FROM THE GRASS AN ELEPHANT APPEARED AND GRABBED HIM BY THE NECK.



THE FARMER NEXT DOOR LOST HIS WIFE AND ASKED ONE OF THE SISTERS TO MARRY HIM.

'91

Critic's Choice

ONCE UPON A TIME

Settings include *Main Street, Farm, and Safari.*

Apple Requires128K	
CPT-106-AP 5.25" disk.	**$49.95**
CPT-106L-AP Lab pack of 5.	**$129.95**
Apple IIGS Requires 1 MB	
CPT-106-GS 3.5" disk.	**$59.95**
CPT-106L-GS Lab pack of 6.	**$139.95**
Macintosh Requires 1 MB	
CPT-106-MAC 3.5" disk.	**$49.95**
CPT-106L-MAC Lab pack of 6.	**$129.95**

ONCE UPON A TIME II

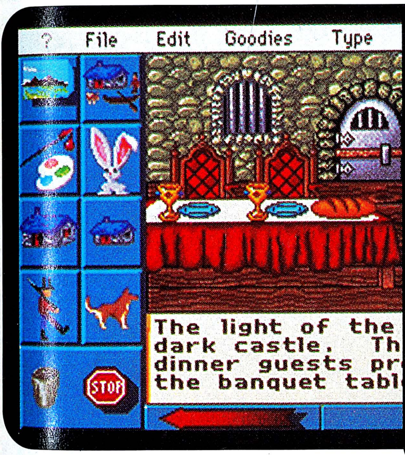
Settings include *Underwater, Dinosaurs, and Forest.*

Apple Requires 128K	
CPT-107-AP 5.25" disk.	$49.95
CPT-107L-AP Lab pack of 5.	$129.95
Apple IIGS Requires 1 MB	
CPT-107-GS 3.5" disk.	$59.95
CPT-107L-GS Lab pack of 6.	$139.95
Macintosh Requires 1 MB	
CPT-107-MAC 3.5" disk.	$49.95
CPT-107L-MAC Lab pack of 6.	$129.95

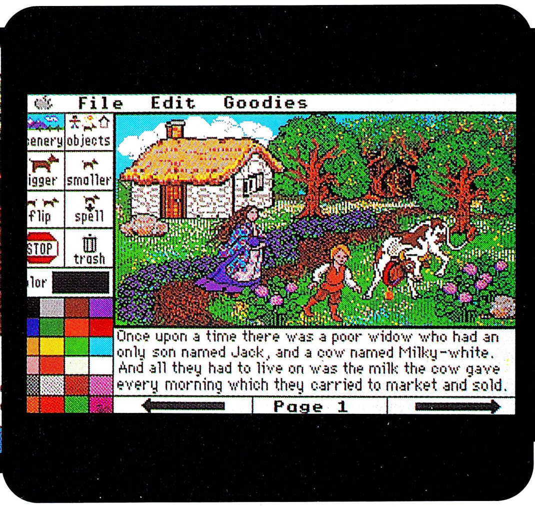
ONCE UPON A TIME III

Three new settings offer a journey through time with *Space Odyssey, Medieval Times and Wild West.*

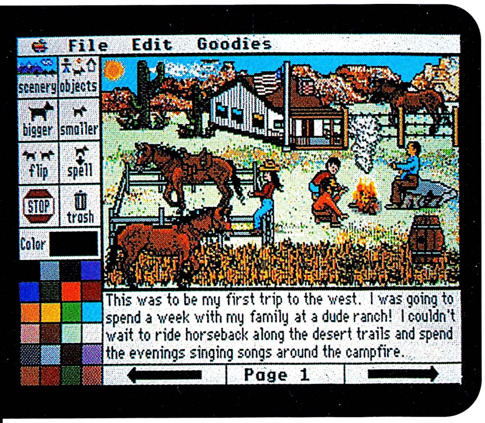
Apple Requires 128K	
CPT-108-AP 5.25" disk.	$49.95
CPT-108L-AP Lab pack of 5.	$129.95
Apple IIGS Requires 1 MB	
CPT-108-GS 3.5" disk.	$59.95
CPT-108L-GS Lab pack of 6.	$139.95
Macintosh Requires 1 MB	
CPT-108-MAC 3.5" disk.	$49.95
CPT-108L-MAC Lab pack of 6.	$129.95



The light of the dark castle. Th
dinner guests pr
the banquet tabl



Once upon a time there was a poor widow who had an only son named Jack, and a cow named Milky-white. And all they had to live on was the milk the cow gave every morning which they carried to market and sold.



This was to be my first trip to the west. I was going to spend a week with my family at a dude ranch! I couldn't wait to ride horseback along the desert trails and spend the evenings singing songs around the campfire.

STORYBOOK WEAVER

Open one of the *Storybook Weaver* products. Inside, you will find an exciting writing tool that combines words and pictures to actively engage students in the writing process. The *Storybook Weaver* programs accommodate a wide range of writing abilities and a variety of ages. Each product employs a simple yet in-depth approach to cultivating students' writing. *Storybook Weaver* focuses on helping students discover the world around them. *Storybook Weaver: World of Adventure* allows students to experience high adventure by using their imaginations to create stories with adventure themes. *Storybook Weaver: World of Make-Believe* draws upon the elements of folklore. Characters, objects, and page borders in the program are derived from the literature of various cultures. The programs allow students to translate their ideas into words and pictures as they design the fabric of their stories.

Name your story. All three *Storybook Weaver* programs feature a title page that allows students to personalize their stories.

Write your story. Each *Storybook Weaver* program includes a story window that students use to enter text. The story window offers some of the features of a simple word processor - such as cut-and-paste and a unique spell option.

Illustrate your story. Pictures are an important component of communication and can be an effective means of telling a story, even for young children.

Share your story. Each *Storybook Weaver* product gives students the opportunity to print their stories so that others can also enjoy them.

Grades: K - 6

STORYBOOK WEAVER

1992

Apple IIGS, requires 1MB and 2 - 3.5" drives.

MEC-275B-GS	**$59.00**
MEC-275L-GS Lab pack of 5.	**$149.00**

NEW '91 RELEASE

STORYBOOK WEAVER: WORLD OF MAKE-BELIEVE

AppleIIGS, requires 1MB, 2 - 3.5" drives.

MEC-298-GS	**$59.00**
MEC-298L-GS Lab pack of 5.	**$149.00**

NEW '91 RELEASE

STORYBOOK WEAVER: WORLD OF ADVENTURE

Apple IIGS, requires 1 MG, 2 - 3.5" drives.

MEC-276B-GS	**$59.00**
MEC-276L-GS Lab pack of 5.	**$149.00**

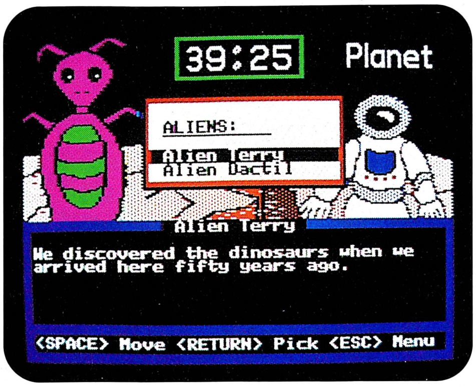
SNERD

Grades: 2 - 4

With this program, one or more students "construct a creature" by providing descriptive phrases in response to prompts on the screen. The phrases are inserted into a short "story" about the creature, and the students are encouraged to draw pictures of their creation.

Requires 48K.

NTS-A214-AP 5.25" disk only	**$20.00**



```
ALIENS:
Alien Terry
Alien Dactil

Alien Terry
We discovered the dinosaurs when we
arrived here fifty years ago.

<SPACE> Move <RETURN> Pick <ESC> Menu
```

ACE EXPLORER

Grades: 2 - 8

Improve reading skills with 60 story missions. Visit alien planets, conduct interviews by video-phone, and search computer banks for the information needed by Mission Control. Arranging the information into correct sequence produces a final report complete with alien graphics. Requires 48K.

MDP-8000-AP 5.25" disk.	**$49.99**
MDP-8000L-AP Lab pack of 6.	**$129.00**
MDP-8000-AP3 3.5" disk.	**$49.99**
MDP-8000L-AP3 Lab pack of 6.	**$129.00**

ACE REPORTER

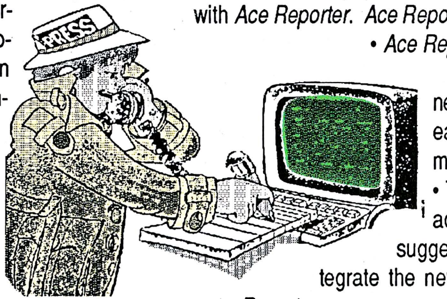
Critic's Choice

Grades: 2 - 8

Becoming an Ace Reporter means uncovering who, what, when, where, and why before the paper goes to the press. Players read teletypes and conduct telephone interviews to gather facts. Once their stories are in, players select the "main idea" headline. Program focus includes:

- Practice in reading for detail
- Practice in reading for main idea
- Journalism skills

Requires 48K.



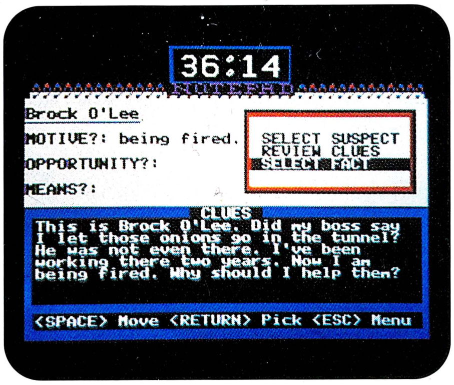
MDP-0910-AP 5.25" disk.	**$49.99**
MDP-0910L-AP Lab Pack of 6.	**$129.00**
MDP-0910-AP3 3.5 disk.	**$49.99**
MDP-0910L-AP3 Lab Pack of 6.	**$129.00**

THAT'S MY STORY

Grades: 2 - 8

Twelve intriguing short story starters begin the process, and then a unique "what if" branching technique leads students through the writing of their own story. Up to 40 additional story starters can be added to suit the ability of specific students. The emphasis in this program is on writing - errors can be corrected, ideas changed, or new ideas inserted during the creative writing process or after it is complete using the simple and easy-to-use word processing feature. Requires 48K.

MNS-223-AP 5.25" disk.	**$69.95**
MNS-223L-AP Lab pack of 5.	**$139.90**



```
Brock O'Lee
MOTIVE?: being fired.
OPPORTUNITY?:
MEANS?:

SELECT SUSPECT
REVIEW CLUES
SELECT FACT

CLUES
This is Brock O'Lee. Did my boss say
I let those onions go in the tunnel?
He was not even there. I've been
working there two years. Now I am
being fired. Why should I help them?

<SPACE> Move <RETURN> Pick <ESC> Menu
```

ACE DETECTIVE

Critic's Choice

Grades: 2 - 8

To solve mysteries before time runs out, students use critical reading skills, organize information and draw conclusions. They visit the scene of the crime, phone witnesses and check mug shots looking for the suspect who has motive, opportunity and means. Sixty reading mysteries are included plus a Story Creator for adding original stories. Requires 64K.

MDP-3000-AP 5.25" disk.	**$49.99**
MDP-3000L-AP Lab pack of 6.	**$129.00**
MDP-3000-AP3 3.5" disk.	**$49.99**
MDP-3000L-AP3 Lab pack of 6.	**$129.00**

ACE REPORTER DELUXE

NEW '91 RELEASE

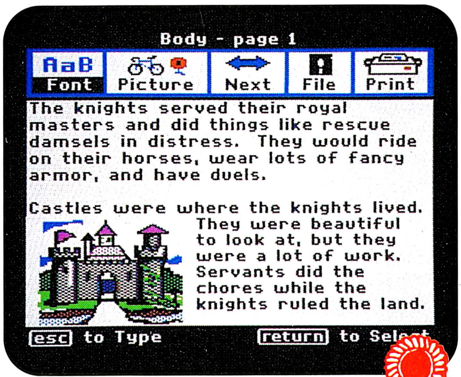
Grades: 2 - 8

Ace reporters can now practice their reporting skills with a "real" newspaper and the writing skill learned with *Ace Reporter*. *Ace Reporter Deluxe* includes:

- *Ace Reporter* program
- 30 four-page newspapers in a fun and easy-to-use writing format
- Teacher's guide with additional classroom suggestions on ways to integrate the news papers with *Ace Reporter*.

Requires: 48K

MDP-3100-AP 5.25" disk.	**$69.99**
MDP-3100-AP3 3.5" disk.	**$69.99**
MDP-1211 30 additional newspapers.	**$25.00**



```
The knights served their royal
masters and did things like rescue
damsels in distress.  They would ride
on their horses, wear lots of fancy
armor, and have duels.

Castles were where the knights lived.
                They were beautiful
                to look at, but they
                were a lot of work.
                Servants did the
                chores while the
                knights ruled the land.
esc to Type                return to Select
```

WRITING & PUBLISHING CENTER

1990

Grades: 2 & up

This program is a powerful productivity tool that helps students build written communications skills and produce a variety of beautiful finished documents. Featuring sophisticated word processing, picture selection, and page design capabilities, the program can be readily integrated into many curriculum areas. Students can create first-class illustrated reports, stories, letters, newsletters, awards, signs, and more, and teachers can produce an unlimited number of creative classroom materials.

Apple Requires 128K.

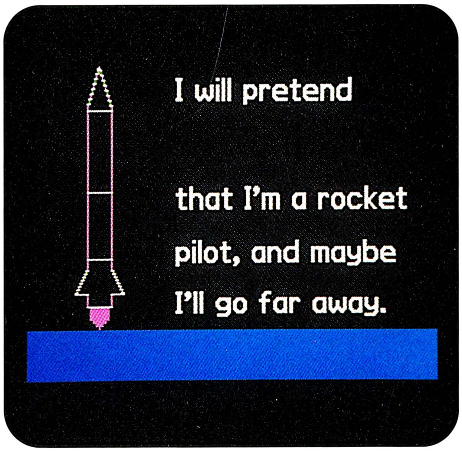
LC-18090-AP 5.25" disk only.	**$89.95**
LC-18090L-AP Lab pack of 5.	**$179.95**

Apple IIGS Requires 128K.

LC-18090-GS 3.5" disk.	**$89.95**
LC-18090L-GS Lab pack of 5.	**$179.95**

Macintosh Requires 1MB, 2MB recommended.

LC-18090-MAC	**$129.95**
LC-18090L-MAC Lab pack of 5	**$249.95**



I will pretend

that I'm a rocket

pilot, and maybe

I'll go far away.

STORY BOARD

Critic's Choice

Grades: 3 - 6

A data base of 80 single-line graphics on a wide range of subjects inspires ideas and lets students illustrate their books. The simple word processing features in Story Board make it easy for both students and teachers to get their ideas down and modify them as needed. The large letters used in the program make reading from the screen easy on the eyes. Requires 48K.

DC-280-AP 5.25" disk only.	**$39.95**
DC-280L-AP Lab pack of 10.	**$119.95**

WRITING FUNDAMENTALS

Grades: 3 - 8

Students learn basic writing skills, and put them to immediate practical use in imaginative writing assignments, in this program. The computer acts as a word processor, storing and assembling the various responses of the students into a unified written composition.

Four disks cover:

1: Describing Things **-** Basic grammar & usage. Program emphasizes use of adjectives and adverbs.

2: Writing Sentences **-** Types of sentences, subject/verb agreement, how to avoid sentence fragments.

3: Writing Paragraphs **-** Student examines, corrects, and improves sample writings.

4: Writing Letters and Reports **-** Planning and outlining writing assignments.

Requires 48K.

OC-5100B-AP 5.25" disk only. **$99.00**
OC-5100L-AP Lab pack of 6. .... **$249.50**

BANK STREET STORYBOOK

Grades: 3 - 9

Sharpen keyboarding and word processing skills, as students enjoy the opportunity to produce a beautiful blending of words, illustrations and animation. Develops organizational and planning skills. Stories can be printed. Requires a joystick or mouse. Requires 64K.

MNS-85149-AP 5.25" disk. **$39.95**

ESSAY EASE

Grades: 4 - 12

Essay Ease is the powerful writing tool that makes essay writing easier, more effective and interesting for users. Starting with an assignment, users choose one of three available outlines to organize ideas, and go on to enter their text and illustrations. Includes 15 essay assignments, 3 outline styles, 72 graphics and a special word processor that wraps words around graphics. *Challenge Upgrade*, a *You-Control* feature, allows for teacher assignments and customizing. Requires 128K.

MDP-1410-AP 5.25" disk only. **$59.99**
MDP-1410-AP Lab pack of 6. .... **$165.00**

PREWRITE

Grades: 4 - 12

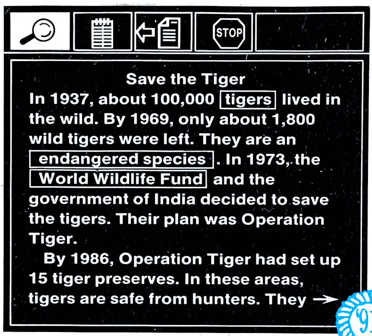
Designed to help students develop and focus ideas for writing, *PreWrite* is a creative springboard for writing autobiography, fiction and term papers. During a "conversation" with the program, students brainstorm ideas for writing and create a stockpile of ideas which can be printed out as notes for writing a first draft of a paper. Questions and prompts can be added by the teacher. Requires 48K.

Grades: 4 - 8, Level 1

MNS-14 -AP 5.25" disk. **$49.95**
MNS-14 L-AP Lab pack of 5. .... **$99.00**

Grades: 9 - 12, Level 2

MNS-142-AP 5.25" disk. **$49.95**
MNS-142L-AP Lab pack of 5. .... **$99.00**



Save the Tiger

In 1937, about 100,000 tigers lived in the wild. By 1969, only about 1,800 wild tigers were left. They are an endangered species. In 1973, the World Wildlife Fund and the government of India decided to save the tigers. Their plan was Operation Tiger.

By 1986, Operation Tiger had set up 15 tiger preserves. In these areas, tigers are safe from hunters. They →

SCOOP MAHONEY : INVESTIGATIVE REPORTER

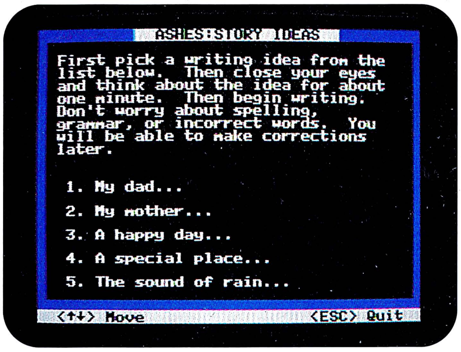
Grades: 4 - 8

Students become investigative readers on assignment, learning how to access information and gather data, in this unique program designed to help them develop, practice, and improve their reading comprehension skills. The program, featuring intriguing stories and the use of various research techniques to gather information, is fun, motivating, and challenging. The two-disk program has four sequentially designed levels of difficulty. There are five stories per level - some fictitious, others factual - on interesting, relevent topics (e.g. mountain climbing, robotics, exchange students, a gorilla who actually learned sign language, etc.). To complete story assignments, students must tap varied sources of information built into the program such as key words and simulated telephone calls and interviews.

Story notes and questions gradually shift emphasis from literal to inferential comprehension. Teachers can determine the percentage of correct answers needed for the program's automatic branching feature or choose to have stories randomly generated.

Requires 64K.

DLM-16712-AP 5.25" disk. $46.00
DLM-16712-AP Lab pack of 5. .... $115.00



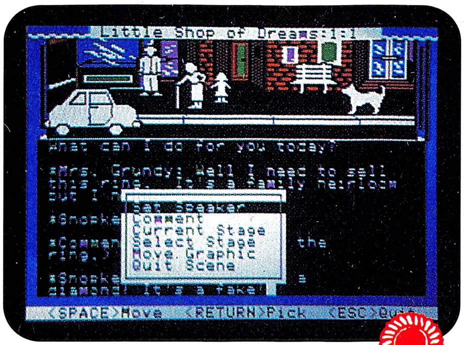
```
ASHES:STORY IDEAS

First pick a writing idea from the
list below.  Then close your eyes
and think about the idea for about
one minute.  Then begin writing.
Don't worry about spelling,
grammar, or incorrect words.  You
will be able to make corrections
later.

 1. My dad...
 2. My mother...
 3. A happy day...
 4. A special place...
 5. The sound of rain...

<↑↓> Move                    <ESC> Quit
```

STORY SKETCHER

Grades: 4 - 12

Writing, editing, and illustrating short stories is made easy and exciting with Story Sketcher. It offers four ways to stimulate writing with guided outlines, 20 story starters, free writing techniques, and graphics. It also includes a graphic library, a sample story, and customizing features. Requires 48K.

MDP-40001-AP 5.25" disk. $59.99
MDP-40001L-AP Lab pack of 6. .... $165.00
MDP-40001-AP3 3.5" disk. $59.99
MDP-40001L-AP3 Lab pack of 6. .... $165.00



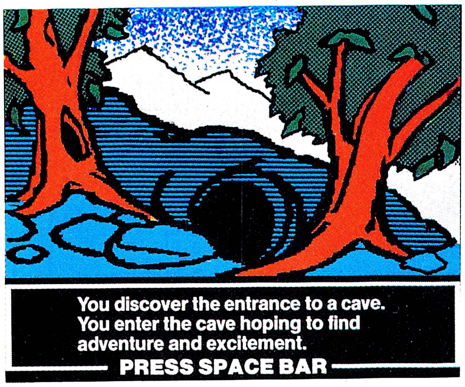
```
Little Shop of Dreams:1:1
What can I do for you today?

*Mrs. Grundy: Well I need to sell
this ring.  It's a family heirloom
but I h

*Snopke

*Commen                          the
ring.)

*Snopke                          a
diamond! It's a fake!
<SPACE>Move  <RETURN>Pick  <ESC>Qui
```

AUTHOR! AUTHOR!

Grades: 4 - 12

On-screen directions help students complete outlines, enter casts of characters, select stage and props, write scripts and fill in playbills. Scripts can be printed out or viewed on-screen with animated graphics. Includes sample play, data disk, and Challenge Upgrade for customizing. Requires 48K.

MDP-5000-AP 5.25" disk only. **$59.99**
MDP-5000L-AP Lab pack of 6. .... **$165.00**



You discover the entrance to a cave. You enter the cave hoping to find adventure and excitement.

PRESS SPACE BAR

THE WRITING ADVENTURE

Grades: 4 - 12

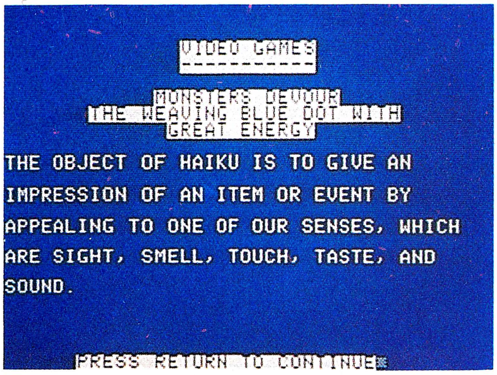
This program offers instructional support all along the way. The writing process unfolds easily and naturally, within a controlled framework virtually guaranteed to ensure success. From the first scene, students will enjoy writing their own stories, and even reluctant writers will be motivated.

Students direct the main character through the various scenes, observing and recording details on computer notecards which serve as reference when they actually write their stories. Teachers can predetermine how many words, up to 50, that the students must record on each notecard provided. If the young writers have difficulty generating ideas, the computer can prompt them with helpful questions. There are 2 disks included with The Writing Adventure:

Story Starter, which presents the adventure scenes, brief scene descriptions, notecards, and prompting questions.

Story Writer, which has word processing capabilities for note-taking, editing, and printing stories, plus the proofing aid. Requires 48K.

DLM-16791-AP 5.25" disk. **$69.95**
DLM-16791L-AP Lab pack of 5. .... **$169.00**



VIDEO GAMES

MONSTERS DEVOUR
THE WEAVING BLUE DOT WITH
GREAT ENERGY

THE OBJECT OF HAIKU IS TO GIVE AN IMPRESSION OF AN ITEM OR EVENT BY APPEALING TO ONE OF OUR SENSES, WHICH ARE SIGHT, SMELL, TOUCH, TASTE, AND SOUND.

PRESS RETURN TO CONTINUE

THE POET'S PEN

Critic's Choice

Grades: 2 - 7

The Poet's Pen is research-supported software that teaches children to write three specific poetic forms - Diamente (simplest form using words and syllabication), Cinquain (relying on images and syllabication), and Haiku (Japanese poetry emphasizing sensory expression) - in three carefully conceived steps. The computer first explains a poetry type and fashions a poem for students to see. Secondly, students build their own poems by selecting specific words and phrases from among those generated by the computer. Finally, students write original poems on topics of their own choosing. Requires 48K

DC-212000-AP	5.25" disk.	$119.95
DC-270L-AP	Lab pack of 10.	$349.95
DC-212000-AP3	3.5" disk.	$119.95
DC-270L-AP3	Lab pack of 10.	$349.95

THE POET'S PEN II

NEW '91 RELEASE

Grades: 4 - 12

Students learn the basic structure and how to create Limericks, Ballads, and Sonnets. Requires 48K.

DC-275-AP	5.25" disk.	$139.95
DC-275L-AP	Lab pack of 10.	$419.85
DC-275-AP3	3.5" disk.	$139.95
DC-275L-AP3	Lab pack of 10.	$419.85

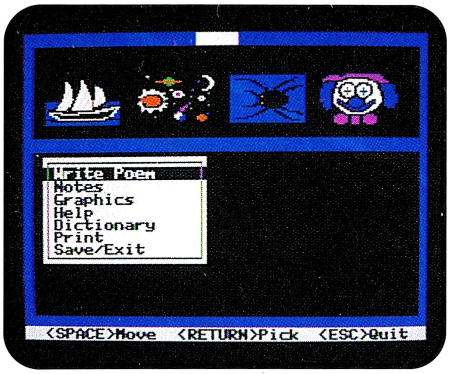
THE POET'S JOURNAL

Critic's Choice

Grades: 4 - 8

Not just straight tutorial, this creative program introduces students to poetry through an inductive approach. Students discover for themselves the elements that characterize different forms of poetry. Students are asked to analyze, generalize, brainstorm and ultimately create poems of their own. The completed works may be printed for sharing-even in color. The program combines tutorial material and careful guidance at each step. Opportunities are provided for students to revise what they have written. Haiku, cinquain, echo poetry, ABC's, acoustics, limericks, alliteration, onomatopoeia, rhyme, rhythm and repetition are all considered. Supplemental and follow-up activities are provided with worksheets and other support materials for students. Package includes eleven disks! Requires 64K.

H-4472B-AP	5.25" disk w/backup.	$195.95
H-4472L-AP	Lab pack of 5.	$379.95
H-4472B-AP3	3.5" disk w/backup.	$195.95
H-4472L-AP3	Lab pack of 5.	$379.95



POETRY PALETTE

Critic's Choice

Grades: 3 - College

Poetry Palette has 13 built in lessons that provide guidance for writing and learning about poetry in easy and motivating forms - writing poems in shapes, with echoes, with opposites, in free verse, or one word for each line - plus traditional poems in rhyme and meter, haiku, couplet, limerick, with alliteration, simile, and onomatopoeia. Includes a library of 100 graphics, 12,000 word rhyming dictionary, pre-writing guide plus one data disk. *Challenge Upgrade*, a *You Control* feature, allows customizing of poetry lessons, note screens and help screens. Requires 48K.

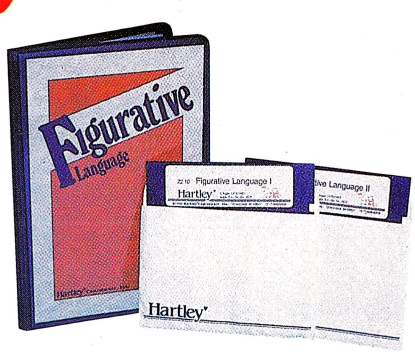
MDP-8410-AP	5.25" disk only.	$59.95
MDP-8410L-AP	Lab pack of 6.	$165.00

POETRY EXPRESS

Grades: 4 - 12

Poetry Express is designed for the beginning writer of poetry, and as poetry writing skills develop, the ability to edit allows students to refine their poems. The eight poetry styles - Diamante, Haiku, Tanka, Cinquain, Sijo, Lists and Litanies, Limericks, and Rhyme - provide opportunity to experiment with new techniques. Each style includes samples of that style, an explanation, a list of rhymes, and line-by-line guidance in creating and printing original poetry. Requires 48K.

MNS-113-AP	5.25" disk only.	$59.95
MNS-113L-AP	Lab pack of 5.	$119.00



FIGURATIVE LANGUAGE

Grades: 7 - 9

This two-disk package will help your students develop a fuller understanding and appreciation of the figures of speech.

Selections from literature and poetry are included. Hints and explanations carefully guide students to the correct answers. All lessons are modifiable. Complete individual and class records are kept by the computer. Requires 48K.

H-2210B-AP	5.25" disk, w/backup.	$59.95
H-2210L-AP	Lab pack of 5.	$119.95
H-2210B-AP3	3.5" disk, w/backup.	$59.95
H-2210L-AP3	Lab pack of 5.	$119.95

THE ELEMENTS OF STYLE VIDEO

Grades: 7 - College

Effective written communication is an essential skill, whether expressing a new idea, making a convincing argument, or simply writing a friend a letter. *The Elements ofStyle Video* gives you the basic elements of good writing in a clear and contemporary way. Narrated by CBS Commentator, Charles Osgood, this video provides an extensive amount of practical information on the fundamentals of good writing - composition, rules of usage, commonly misused words, colloquialisms, etc. In short, a learning tool of unlimited value for anyone who writes.

V75-442-VHS	112 min..	$39.95

INTERACTIVE WRITING TOOLS WITH THE WRITERS ASSISTANT

Grades: High School - College

IWTs help students create the first draft of a composition. The Writer's Assistant enables them to easily revise and shape that first draft into a completed work of writing. The program's six IWT disks encourage composition writing through "dynamic support." Each disk initially provides extensive writing help, serving as the student's senior partner in writing compositions. Includes *Writer's Assistant* word processor. Requires 64K.

Narrative Writing Tool

LG-463B-AP	5.25" disk only w/backup.	$69.00
LG-463L-AP	Lab pack of 5.	$138.00

Expository Writing Tool

LG-465B-AP	5.25" disk only w/backup.	$69.00
LG-465L-AP	Lab pack of 5.	$138.00

Poetry Prompter

LG-467B-AP	5.25" disk only w/backup.	$69.00
LG-467L-AP	Lab pack of 5.	$138.00

Computer Chronicles

LG-469B-AP	5.25" disk only w/backup.	$69.00
LG-469L-AP	Lab pack of 5.	$138.00

Business Letter Writing Tool

LG-471B-AP	5.25" disk only w/backup.	$69.00
LG-471L-AP	Lab pack of 5.	$138.00

Friendly Letter Writing Tool

LG-473B-AP	5.25" disk only w/backup.	$69.00
LG-473L-AP	Lab pack of 5.	$138.00

Complete Set

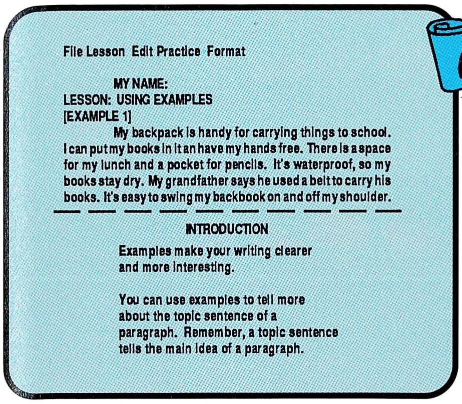
LG-461B-AP	5.25" disk only w/backup.	$345.00
LG-461L-AP	Lab pack of 5.	$690.00

JUNIOR HIGH WRITING SERIES

Critic's Choice

Grades: 6 - 9

Students improve their essential basic writing skills with this series of five disks that utilize an easy-to-learn word processor. Each disk contains ten lessons on each of the five writing topics. Each lesson provides sample writings and integrated exercises for students to view or practice at any time during the session. With the word processor, students may center, copy, insert, move, or delete text, set margins and line spacing, and save, delete or print a file. Help feature, which explains the various word processing techniques and the features of the program, is accessible at any time.



MY NAME:
LESSON: USING EXAMPLES
[EXAMPLE 1]

My backpack is handy for carrying things to school. I can put my books in it and have my hands free. There is a space for my lunch and a pocket for pencils. It's waterproof, so my books stay dry. My grandfather says he used a belt to carry his books. It's easy to swing my backbook on and off my shoulder.

INTRODUCTION

Examples make your writing clearer and more interesting.

You can use examples to tell more about the topic sentence of a paragraph. Remember, a topic sentence tells the main idea of a paragraph.

Writing To Explain develops expository writing skills through the use of definition, comparison, and contrast. It teaches students to use examples to support a point or illustrate the main idea and encourages students to make use of comparisons and contrasts to make their writing clearer and more interesting. Students are asked to distinguish what are and what are not comparisons, contrasts and explanations. Exercises and suggested writing topics are provided for students to practice these writing skills.

MDP-3183-AP 5.25" disk.	$59.95
MDP-3183L-AP Lab pack of 6.	$165.00
MDP-3183-AP3 3.5" disk.	$59.95
MDP-3183L-AP3 Lab pack of 6.	$165.00

Writing Letters gives instructions and practice in writing letters to friends, thank you notes, invitations, and formal letters. It explains the proper use of heading, greeting, body, closing, and signature. Students may write their own letters based on the sample formats or choose from the suggested topics.

MDP-3181-AP 5.25" disk.	$59.95
MDP-3181L-AP Lab pack of 6.	$165.00
MDP-3181-AP3 3.5" disk.	$59.95
MDP-3181L-AP3 Lab pack of 6.	$165.00

Writing For Fun helps students develop the various creative writing skills necessary for writing poetry, skits, descriptions, stories and new articles. Topics include Haiku, Skit, Description, News and Story. The program explains stage directions and dialogues, news headlines, characters, plots, and more. It provides students with ideas and structures to create their own poetry, skit, or story.

MDP-3182-AP 5.25" disk.	$59.95
MDP-3182L-AP Lab pack of 6.	$165.00
MDP-3182-AP3 3.5" disk.	$59.95
MDP-3182L-AP3 Lab pack of 6.	$165.00

Capitalization and Punctuation helps students master correct use of capital letters, commas, quotation marks, and common and proper nouns. It explains when and how to use capitalization and punctuation so that students can write more clearly.

MDP-3184-AP 5.25" disk.	$59.95
MDP-3184L-AP Lab pack of 6.	$165.00
MDP-3184-AP3 3.5" disk.	$59.95
MDP-3184L-AP3 Lab pack of 6.	$165.00

Sentences and Paragraphs deals with identifying and correcting sentence fragments and run-on sentences to create coherent paragraphs. Exercises are provided to practice correcting erroneous sentences and to write sentences and paragraphs from suggested topics.

MDP-3185-AP 5.25" disk.	$59.95
MDP-3185L-AP Lab pack of 6.	$165.00
MDP-3185-AP3 3.5" disk.	$59.95
MDP-3185L-AP3 Lab pack of 6.	$165.00

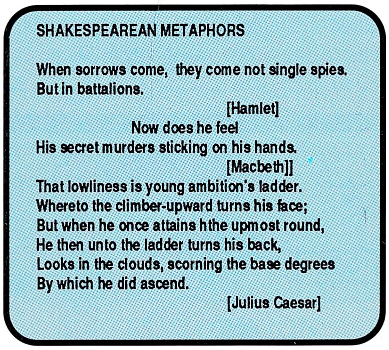
Complete Set of all programs, plus a comprehensive teacher's guidebook and vinyl storage binder.

MDP-3180-AP 5.25" disk, 128K.	$299.00
MDP-3180-AP3 3.5" disk, 128K.	$299.00

SENIOR HIGH WRITING SERIES

Grades: 9 - 12

High school students enhance their writing skills and develop good writing styles with this series of five disks that utilize an easy-to-learn and easy-to-use word processor. Each disk contains ten lessons on each of the five writing topics, and each lesson provides sample writings and integrated exercises for students to view or practice at any time during the session. With the word processor, students may center, copy, insert, move, or delete text, set margins and line spacings, insert a file into the current file, and save, delete, or print a file. This program provides classroom practice as well as a useful word processing tool with helpful references to the five techniques. The features in the program are accessible at any time.



SHAKESPEAREAN METAPHORS

When sorrows come, they come not single spies.
But in battalions.
[Hamlet]
Now does he feel
His secret murders sticking on his hands.
[Macbeth]]
That lowliness is young ambition's ladder.
Whereto the climber-upward turns his face;
But when he once attains hthe upmost round,
He then unto the ladder turns his back,
Looks in the clouds, scorning the base degrees
By which he did ascend.
[Julius Caesar]

The Writing Process gets students on the right track by guiding them through the writing process and helping them understand and practice concepts of audience, style, tone, paragraph building, and revisions. Students learn to communicate more effectively through writing, and to use the appropriate writing style and tone based on the writing purpose and the audience.

MDP-3192-AP 5.25" disk.	$59.95
MDP-3192L-AP Lab pack of 6.	$165.00
MDP-3192-AP3 3.5" disk.	$59.95
MDP-3192L-AP3 Lab pack of 6.	$165.00

Complete Set of all of the Senior High Writing Series

MDP-3191-AP 5.25" disk.	$229.00
MDP-3191-AP3 3.5" disk.	$229.00

A Writer's Basic Tools: Grammar & Punctuation helps students develop mastery of these crucial disciplines by stressing sentence structure and patterns, and common problems writers have with grammar and punctuation. Program provides drill and exercises for students to practice their grammar and punctuation so that their writing can become clearer in meaning.

MDP-3193-AP 5.25" disk.	$59.95
MDP-3193L-AP Lab pack of 6.	$165.00
MDP-3193-AP3 3.5" disk.	$59.95
MDP-3193L-AP3 Lab pack of 6.	$165.00

Writing Descriptively develops students' skills for writing lively, descriptive text for a variety of purposes. They practice translating perceptions of their senses into writing that includes concrete details, verbs of strength and color, and figurative language.

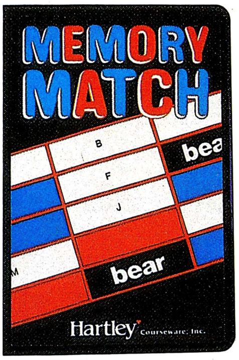
MDP-3194-AP 5.25" disk.	$59.95
MDP-3194L-AP Lab pack of 6.	$165.00
MDP-3194-AP3 3.5" disk.	$59.95
MDP-3194L-AP3 Lab pack of 6.	$165.00

Expository Writing guides students through the process of organizing their thoughts and writing clearly. By explaining directions and ideas and by presenting facts to support points, writing becomes clear and concise. Exercises are provided for students to practice their understanding of expository writing.

MDP-3195-AP 5.25" disk.	$59.95
MDP-3195L-AP Lab pack of 6.	$165.00
MDP-3195-AP3 3.5" disk.	$59.95
MDP-3195L-AP3 Lab pack of 6.	$165.00

News Writing teaches students how to produce clear, factual narrative writing. It draws upon traditional journalistic techniques, conventions, and guidelines. Students also develop skills for preparing for interviews and transcribing information gathering for writing news features.

MDP-3196-AP 5.25" disk.	$59.95
MDP-3196L-AP Lab pack of 6.	$165.00
MDP-3196-AP3 3.5" disk.	$59.95
MDP-3196L-AP3 Lab pack of 6.	$165.00



MEMORY MATCH

Critic's Choice

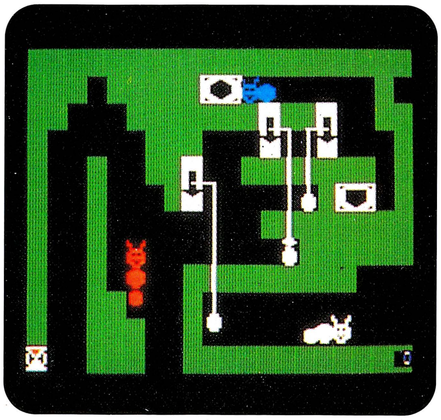
Grades: 1 - 5

This "Concentration" game requires careful observation and thinking. Students can challenge the computer, a friend or themselves. They can even decide how "smart" they want the computer to be. The program disk contains 25 lessons at three levels of difficulty which include such categories as:

- matching words
- finding opposites
- matching digits to number words
- rhyming words
- homonyms

The teacher can change any of these lessons to add new content. The program provides twenty word pairs each time, allowing students to work on one lesson several times while always getting a fresh perspective! Requires 48K.

H-0506B-AP	5.25" disk, w/backup.	$49.95
H-0506L-AP	Lab pack of 5.	$89.95
H-0506B-AP3	3.5" disk, w/backup.	$49.95
H-0506L-AP3	Lab pack of 5.	$89.95

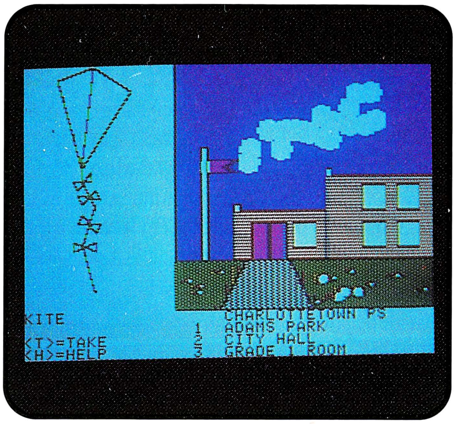


THINK QUICK!

Grades: 2 - 8

Think Quick! helps students develop critical thinking and reasoning skills as they explore over 100 rooms in the Castle of Mystikar. This fast-paced and highly interactive adventure game challenges players to overcome a variety of obstacles and solve intricate mazes. Along the way, students learn to interpret maps, decipher codes, design strategies, manage their resources, and make decisions quickly. Includes 6 difficulty levels and an optional game timer. Requires 64K.

LC-17050-AP	5.25" disk.	$49.95
LC-17050L-AP	Lab pack of 5.	$159.95
LC-17050-AP3	3.5" disk.	$49.95
LC-17050L-AP3	Lab pack of 5.	$159.95



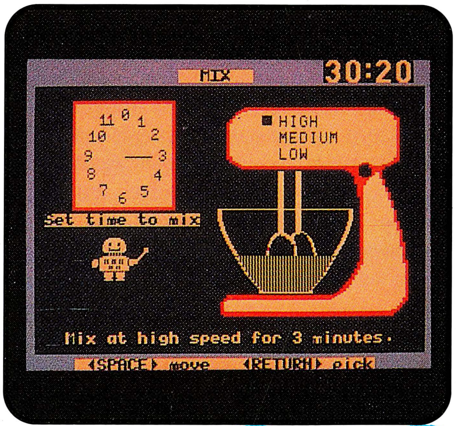
HIDE AND SEEK

NEW '91 RELEASE

Grades: 3 - 6

At last an adventure game that builds higher level thinking skills! *Hide and Seek* stimulates student interest, allowing the user to create their own gameboard. *Hide and Seek* stirs curiosity as the student decodes the design of existing games. As the designer, students choose and name the scenes of their gameboard, assembling their game by choosing how to get from place to place, and hiding treasures throughout the labyrinth. Students can save their game plan to disk for future use. Requires 128K.

DC-360-AP	5.25" disk.	$49.95
DC-360L-AP	Lab pack of 10.	$149.85



BAKE & TASTE

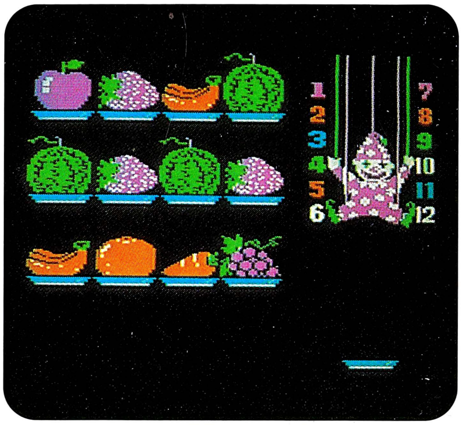
Critic's Choice

Grades: 1 - 10

Your students bake desert for company with this life skills program that helps students learn to select, organize, measure and follow directions. Student bakers follow directions to choose dessert, assemble the ingredients, measure, mix and bake.

Challenge Upgrade features include settings for Cook, Chef, or Master Chef recipes, plus help options for those who need assistance using fractions to measure. These baker tested recipes may be printed out and really baked! Requires 128K.

MDP-600-AP	5.25" disk w/backup.	$49.99
MDP-600L-AP	Lab pack of 6.	$129.00
MDP-600-AP3	3.5" disk w/backup.	$49.99
MDP-600L-AP3	Lab pack of 6.	$129.00



CLOWNING AROUND

Grades: 2 - 6

Challenge: a very tricky clown replaces 12 objects with numbers. Can you remember which missing object belongs in which numbered location? Skill Areas: Develops specific recall, visual memory, number recognition, and counting. Also, it develops thinking strategies by analysis of the whole, pattern recognition and part/whole relationships.

Requires 48K.

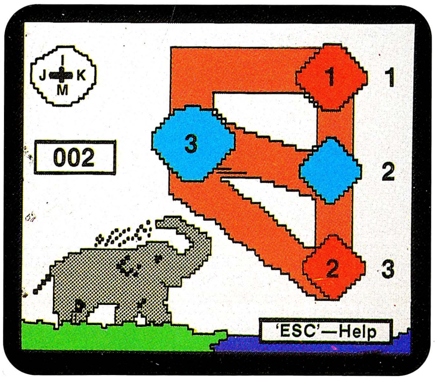
MR-7110-AP	5.25" disk only.	$19.95

RECESS GAMES

Grades: 2 - 8

Recess Games consists of four games that provide an enjoyable format for using higher-level thinking skills. Players must solve problems and reason logically while playing Treasure Hunt, Masterbrain, Tic Tac Toe, and Number Guess. All games are multi-leveled so children of different ages can play the games. Each game has a one or two player option. Requires 64K.

BF-160-AP	5.25" disk.	$24.95



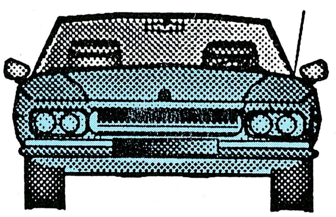
FREDDY'S PUZZLING ADVENTURES

Grades: 2 - 6

Freddy the turtle helps children acquire problem-solving and logical thinking skills with three fun-to-play activities: *Number Puzzle*, *Word Puzzle*, and *Customized Word Puzzle*. Freddy's endless variety of number and word puzzles helps players develop the skills of problem-solving, spatial relations, strategy, and sequencing.

Requires 48K.

DLM-4100-AP	5.25" disk.	$32.95
DLM-4100L-AP	Lab pack of 5.	$89.00



CAR BUILDER

Critic's Choice

Grades: 6 - Adult

Design, construct, refine, and test cars that you build! *Car Builder* teaches the basic principles of building an efficient, safe car, while furnishing an introduction to the world of computer-aided design. It's sophisticated, yet easy to use. Working from menus, begin with the mechanical design: chassis and drive train, engine, transmission, suspension, steering, tires and brakes. Move on to body to body design and customize the car. Finally test your creation in a wind tunnel and on a test track to view its aerodynamic, racing, and fuel capabilities. At the end of testing, the driver will comment on your design. Save your cars to disk, print out specifications, and test results. Compare and modify both the body and the mechanical designs. There is no limit to the number of cars you can design with *Car Builder.* Requires 48K.

XR-2319-AP 5.25" disk.	$49.95
XR-2319L-AP Lab pack of 5.	$119.95
XR-2319-AP3 3.5" disk.	$49.95
XR-2319L-AP3 Lab pack of 5.	$119.95

Red and White are better school colors than blue and white.

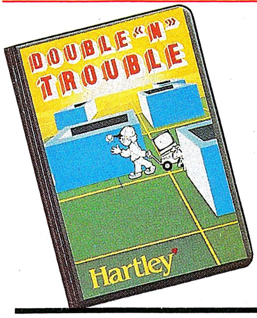
Fact or Opinion?
F/O

FACT OR OPINION

Grades: 3 - 6

All of us are bombarded in our daily lives with opinions masquerading as facts. This clever program helps young students learn to distinguish between the two - a skill that will serve them well as they grow into adults! The lessons begin at the third grade level and vocabulary gradually increases in difficulty. In each lesson, a statement is given to the student. The student must them decide if the statement is fact or opinion. If the student misses the question, the computer explains why the answer was incorrect, emphasizing key words or ideas. All lessons and explanations can be modified by the teacher. The computer keeps complete records of individual and class progress. A teacher's guide is included. Requires 48K.

H-1011B-AP 5.25" disk, w/backup.	$49.95
H-1011L-AP Lab pack of 5.	$89.95
H-1011B-AP3 3.5" disk, w/backup.	$49.95
H-1011L-AP3 Lab pack of 5.	$89.95



DOUBLE 'N' TROUBLE

Grades: 3 - 6

Elementary teachers wrote questions on a variety of topics of interest to students including social studies, science, geography and literature. This interesting game has 500 questions. No two games are the same. Requires 48K.

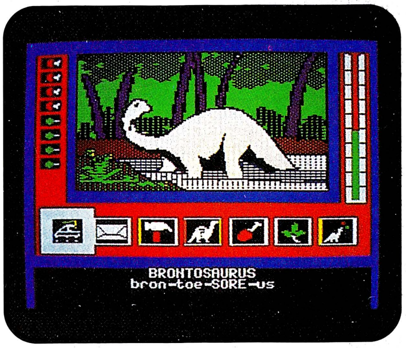
H-2412B-AP 5.25" disk, w/backup.	$49.95
H-2412L-AP Lab pack of 5.	$89.95
H-2412B-AP3 3.5" disk, w/backup.	$49.95
H-2412L-AP3 Lab pack of 5.	$89.95

DYNO-QUEST

Grades: 3 - 7

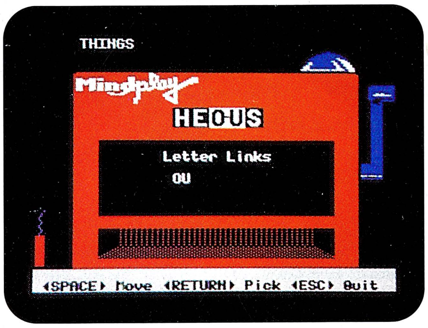
"An excellent follow-up activity on dinosaurs while increasing map reading skills and logical thinking."
- Software Reports

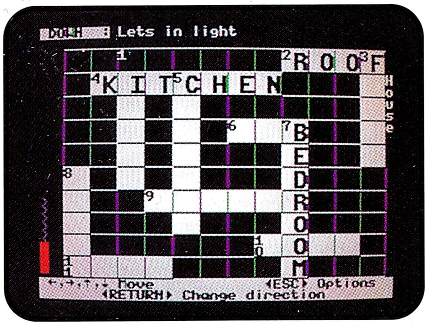
High adventure encourages children to explore alternatives, plan carefully, think strategically and introduces them to risk taking, decision making and map reading. Traveling back in time to the eras when dinosaurs ruled the earth, players uncover facts about dinosaurs while avoiding running out of food or fuel. Superb graphics help students visualize the great variety of dinosaurs, their attributes and names. *Challenge Upgrade*, a *"You Control"* feature, allows customizing food and fuel options and selecting specific dinosaurs for play. Includes reproducible maps. Requires 48K.

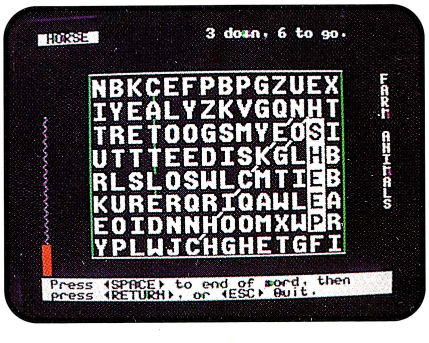


Critic's Choice

MDP-300-AP 5.25" disk.	$49.99
MDP-300L-AP Lab pack of 6.	$129.00
MDP-300-AP3 3.5" disk.	$49.99
MDP-300L-AP3 Lab pack of 6.	$129.00







```
NBKCEFPBPGZUEX
IYEALYZKVGQNHT
TRETOOGSMYEOSI
UTTTEEDISKGLHB
RLSLOSWLCMTIEB
KURERQRIQAWLEA
EOIDNNHOOMXWPR
YPLWJCHGHETGFI
```

Press ‹SPACE› to end of word, then press ‹RETURN›, or ‹ESC› Quit.

MIX 'N MATCH

Grades: 3 - 12

Jumblezzz

Unscrambling words builds reading and vocabulary skills. Play several ways: pull the handle of the spin machine to see new combinations; link two letters and spin the rest; or move one letter at a time. Includes 34 puzzle levels with 50 words each. Requires 48K.

MDP-6100-AP 5.25" disk.	$49.95
MDP-6100L-AP Lab pack of 6.	$129.00
MDP-6100-AP3 3.5" disk.	$49.95
MDP-6100L-AP3 Lab pack of 6.	$129.00

Crozzzwords

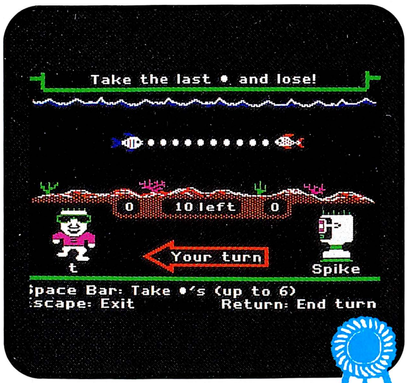
Solving crossword puzzles is fun on or off screen. Includes 3 levels with 4 puzzles each. Excellent tool for creating reinforcement materials and student-made puzzles. Puzzles may be automatically or manually generated. Requires 48K.

MDP-6200-AP 5.25" disk.	$49.95
MDP-6200L-AP Lab pack of 6.	$129.00
MDP-6200-AP3 3.5" disk.	$49.95
MDP-6200L-AP3 Lab pack of 6.	$129.00

Wordzzzearch

Students find words hidden in the puzzle. Includes three levels with four puzzles each. Excellent tool for creating reinforcement materials and student made puzzles. Puzzles may be automatically or manually generated. Requires 48K.

MDP-6300-AP 5.25" disk.	$49.95
MDP-6300L-AP Lab pack of 6.	$129.00
MDP-6300-AP3 3.5" disk.	$49.95
MDP-6300L-AP3 Lab pack of 6.	$129.00



Take the last • and lose!

0 10 left 0

Your turn

t Spike

pace Bar: Take •'s (up to 6)

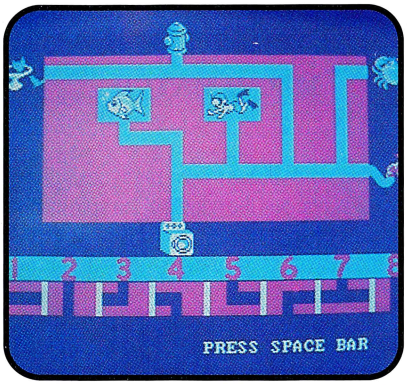
scape: Exit Return: End turn

PROBLEM SOLVING WITH NIM

Grades: 3 - 8

Based on the ancient game of Nim, *Problem Solving With Nim* helps students test their problem-solving strategies and logical thinking skills. The variations on the game of Nim (*Fish Nim, Calculator Nim, Space Nim, and Moonlight Nim*) serve as both an engaging problem solving activities and a way to develop some basic math concepts. Requires 48K.

MEC-2573 -AP	5.25" disk	$59.00
MEC-2573L-AP	Lab pack of 5	$129.00
MEC-2573 -AP3	3.5" disk	$59.00
MEC-2573L-AP3	Lab pack of 5	$129.00



PIPELINE

Grades: 4 - 6

You're the master plumber! Can you connect pipe segments of varying lengths and shapes to reach objects that need water? There are three levels of play. Problem solving strategies are developed by visualizing the whole, analyzing problems, planning solutions and experimenting. Requires 48K.

MR-7122-AP	5.25" disk	$19.95

SPACE MISSION

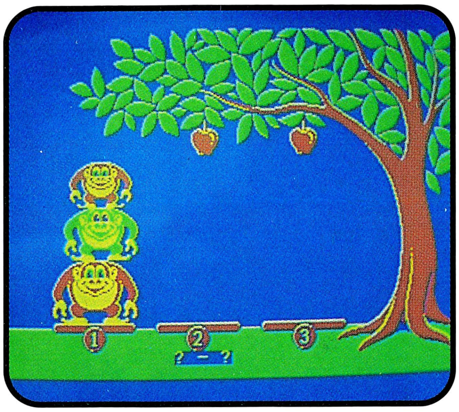
Grades: 4 - 7

Using current interest in space exploration and alien space ships, this series gives students an opportunity to use their math skills in a game format. Cosmic dust storms, low fuel, and alien attacks are just some of the hazardous problems facing the "astronauts." Math problems include: weight, volume, rate, time, and distance. Programs include:

- Journey to the Moon
- Journey to Mars

Requires 64K.

OC-3200B-AP	5.25" disk only, w/backup	$59.00
OC-3200L-AP	Lab pack of 6	$139.00



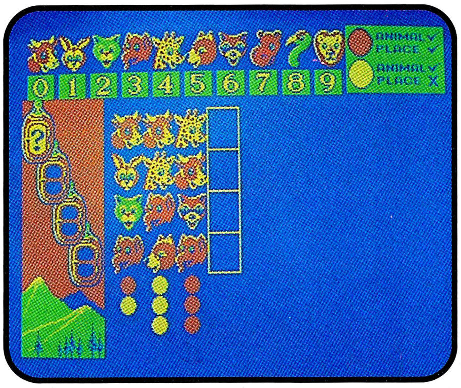
MONKEY BUSINESS

Grades: 4 - 6

Challenge: Can you stack and restack the monkeys to reach the apple in the fewest number of moves? Only move the top monkey, and, oh yes, little monkeys can only sit on bigger monkeys!

Skill areas: develops problem solving strategies by visualizing the whole, planning a solution, experimenting with solutions and rearranging parts to make a whole. Requires 48K.

MR-7105-AP	5.25" disk only	$19.95



ALPINE TRAM RIDE

Grades: 4 - 6

Challenge: Which animal is in which tram car? Pick four animals and receive clues to placement and identify with each entry. Use deductive reasoning to discover the four animals and where they belong.

Skill areas: Develops problem solving strategies by analyzing clues, making inferences, drawing logical conclusions, detecting patterns and experimenting the solutions. Requires 48K.

MR-7103-AP	5.25" disk	$19.95

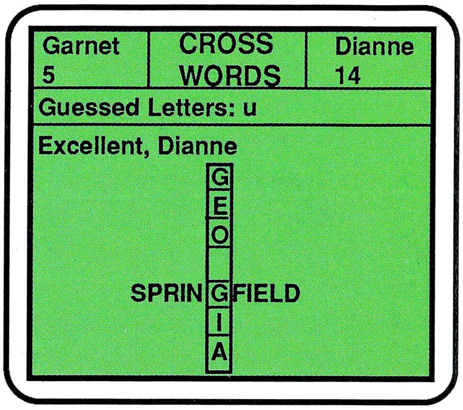
BRAINSTORMS

Grades: 4 - 7

This program is an exciting collection of 13 puzzles and challenging game-like activities that will stimulate and motivate students to use logical thinking skills to solve problems. More than brain teasers, this program encourages the development of skills in math, attributes, strategy, spatial relationships, and vocabulary development. Each activity is preceded by brief, easy-to-understand on-screen directions.

Requires 48K.

MNS-146-AP	5.25" disk	$49.95
MNS-146L-AP	Lab pack of 5	$99.90



Garnet 5 | CROSS WORDS | Dianne 14

Guessed Letters: u

Excellent, Dianne

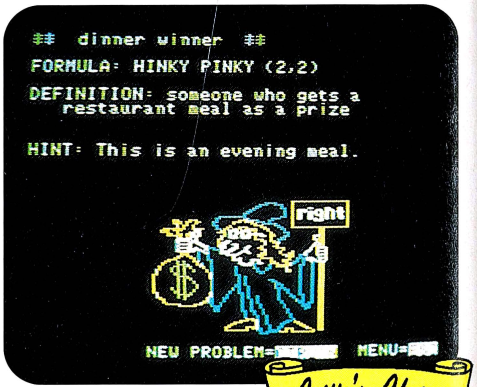
OUTWIT THE OWL

Grades: 4 - 7

> *A good title that encourages processing information rather then merely acquiring it.*
> \- Booklist

Two exciting games called "*First Letter - Last Letter*" and "*Cross Words*" draw upon databases to create a virtually endless array of responses. This highly interactive program features four databases that can be modified: Countries & Capitals, Animals, Careers, and U.S. Geography. New databases may also be created by students or teachers. Requires 48K.

H-0543B-AP	5.25" disk w/backup	$49.95
H-0543L-AP	Lab pack of 5	$89.95
H-0543B-AP3	3.5" disk w/backup	$49.95
H-0543L-AP3	Lab pack of 5	$89.95



```
## dinner winner ##
FORMULA: HINKY PINKY (2,2)
DEFINITION: someone who gets a
   restaurant meal as a prize

HINT: This is an evening meal.
```

HINKY PINKY

Critic's Choice

Grades: 4 - 12

Hinky Pinky includes such Hink Pinks as rug bug, but also Hinkety Pinketies (three syllable words) and such combinations as Hink Pinkety or Hinky Pink. There are 180 different problems, three levels of difficulty, a 6,400-word rhyming list, and the option to create your own Hinky Pinkies. Students solve the rhyming puzzles through word-pair definitions, formulas, and hints on the screen. This program provides students with practice in deductive reasoning, vocabulary building, rhyming, and syllabication skills. It can be used on an individual or small group basis in any language arts curriculum and can be used to stimulate and challenge fast learners. Requires 48K.

MNS-121-AP	5.25" disk	$49.95
MNS-121L-AP	Lab pack of 5	$99.90

MIND PUZZLES

Grades: 4 - 9

Critic's Choice

Mind Puzzles opens up new corridors of the mind, with programs that tease your sense of logic and spark your intuition. Students learn to solve problems logically and use the computer as an exploratory tool. Most importantly, they learn that there are many different ways to arrive at a solution. Requires 128K

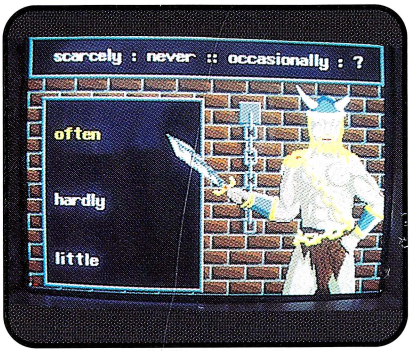
MEC-102 -AP 5.25" disk	**$59.95**
MEC-102L-AP Lab pack of 5.	**$129.00**
MEC-102 -AP3 3.5" disk	**$59.95**
MEC-102L-AP3 Lab pack of 5.	**$129.00**

MIND OVER MATTER

Grades: 4 - 12

Deductive reasoning skills together with clues and information drawn from everyday language are used by students to solve the puzzles. Fun for individuals, teams or the entire class ! Requires 48K.

MNS-85657-AP 5.25" disk.	**$49.95**
MNS-85657L-AP Lab pack of 5.	**$99.90**
MNS-85657-AP3 3.5" disk.	**$49.95**
MNS-85657L-AP3 Lab pack of 5.	**$99.90**



scarcely : never :: occasionally : ?

often

hardly

little

THE LOGIC MASTER ANALOGIES & NUMBER SERIES

Grades: 4 - Adult

The Logic Master aims to develop critical high-level thinking skills through the introduction of a broad variety of analogy and number series activities.

Analogy Pretest, Tutorials & Challenge Quiz - This module covers nouns and their actions, classifying analogies, of degree, cause and effect, workers and their tools, helpers and hindrances, things changing into another, avoidance analogies, relationships of whole and part, color perspective and sound, and synonyms and antonyms.

Number Series Tutorial and Challenge Quiz - In these activities the student learns how to solve number series problems.

The Quest - Students will love to play this intriguing fantasy role-playing game in which the goal is to enter a dragon's lair and capture his treasure. Only after solving problems correctly will the player earn the chance to continue on his or her quest. Magical items are scattered around the maze-like dungeon to help students on their quest. In playing this highly interactive game, players will learn how to interpret maze-maps, manage their resources and make decisions crucial to their survival.

Apple IIGS TALKING Requires 1MB

UN-014B-GS 3.5" disk w/backup.	**$69.95**
UN-014L-GS Lab pack of 5.	**$169.95**

THE 4TH R - REASONING

Grades: 4 - 10

An indispensable introduction to logic at the elementary level, this interactive program shows students how to examine facts and stretch their reasoning ability. Concepts are introduced and then reinforced through solving imaginative problems and puzzles. Requires 48K.

MCE-241 -AP 5.25" disk	**$69.95**
MCE-241L-AP Lab pack of 10.	**$149.95**
MCE-241 -AP3 3.5" disk	**$69.95**
MCE-241L-AP3 Lab pack of 10.	**$149.95**

THE LOST R - REASONING

Grades: 5 - 12

Designed specifically for secondary students, this high-interest, low vocabulary program provides the reasoning skills necessary for effective learning and daily living. Requires 48K.

MCE-240 -AP 5.25" disk	**$69.95**
MCE-240L-AP Lab pack of 10.	**$149.95**
MCE-240 -AP3 3.5" disk	**$69.95**
MCE-240L-AP3 Lab pack of 10.	**$149.95**

MIND CASTLE I

Grades: 4 - 10

An exciting format encourages students to develop and use logic and reasoning skills. Students explore fascinating rooms in a Victorian castle by solving challenging logic problems and puzzles and seek a hidden treasure. Requires 48K.

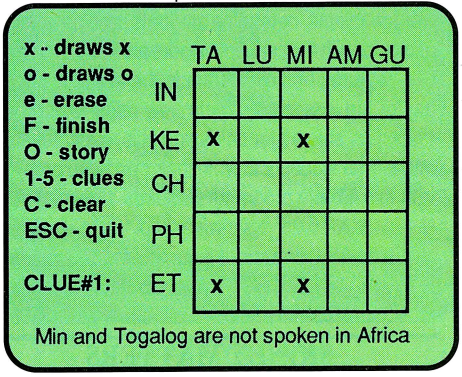
MCE-243B-AP 5.25" disk w/back up.	**$69.95**
MCE-243L-AP Lab pack of 10.	**$149.95**

MIND CASTLE II

Grades: 6 - 12

This more advanced logic program presents an exciting castle adventure as students seek to solve complex logic and reasoning problems by climbing to the tower, using thinking skills every step of the way. Requires 48K.

MCE-244B-AP 5.25" disk w/back up.	**$69.95**
MCE-244L-AP Lab pack of 10.	**$149.95**



x - draws x
o - draws o
e - erase
F - finish
O - story
1-5 - clues
C - clear
ESC - quit

	TA	LU	MI	AM	GU
IN					
KE	x		x		
CH					
PH					
ET	x		x		

CLUE#1:

Min and Togalog are not spoken in Africa

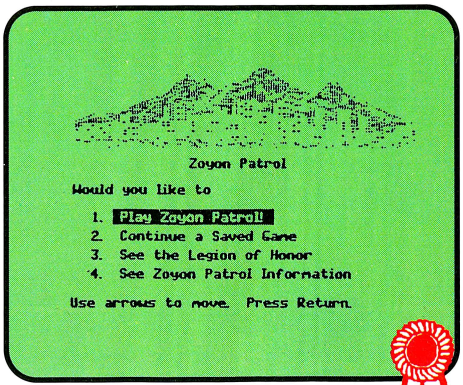
PERPLEXING PUZZLES

Critic's Choice

Grades: 6 - 9

This two-disk package can help your students think more logically, read more critically and question what they read ! Students learn to define variables involved in a problem and develop a solution. Requires 48K.

H-0521B-AP 5.25" disk, w/backup.	**$59.95**
H-0521L-AP Lab pack of 5.	**$119.95**
H-0521B-AP3 3.5" disk, w/backup .	**$59.95**
H-0521L-AP3 Lab pack of 5.	**$119.95**



Zoyon Patrol

Would you like to

1. Play Zoyon Patrol!
2. Continue a Saved Game
3. See the Legion of Honor
4. See Zoyon Patrol Information

Use arrows to move. Press Return.

1990

ZOYON PATROL

Grades: 7 - 12

Those outrageous Zoyons are running rampant through the city ! Students must identify, locate, and capture the Zoyons and return them to their natural habitat. To do this, they use their imagination, problem-solving skills, and such state-of-the-art tools as weather reports, amps, a database, and a science glossary. To add to the challenge, Zoyons can interact with 5000 objects, 9000 different people, and 100 businesses that open and close on unique schedules. Requires 128K.

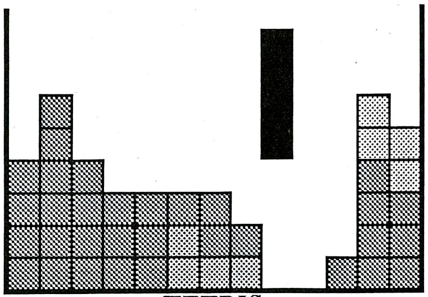
MEC-199 -AP 5.25" disk	**$59.00**
MEC-199L-AP Lab pack of 5.	**$129.00**
MEC-199 -AP3 3.5" disk	**$59.00**
MEC-199L-AP3 Lab pack of 5.	**$129.00**

BLUEPRINT FOR DECISION MAKING

Grades: 7 - Adult

This high-interest, low vocabulary program is designed for secondary and adult students who need help in decision making and problem solving. While students see and discuss problems faced by others, they also use the utility section of this program to solve their own problems. Requires 48K.

MCE-281B-AP 5.25" disk w/backup.	**$69.95**
MCE-281L-AP Lab pack of 10.	**$149.95**
MCE-281B-AP3 3.5" disk w/backup.	**$69.95**
MCE-281L-AP3 Lab pack of 10.	**$149.95**

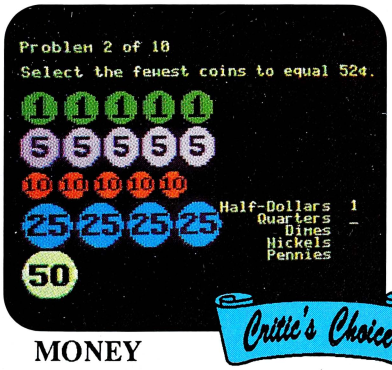


TETRIS

Grades: All

This is a new twist on learning to quickly identify varying shapes in different positions. The pieces fall from the top of the screen, and the challenge is to fit them into the proper location by rotating and/or flipping them to form a complete row at the bottom of the screen leaving no blank spaces. After ten rows have been successfully completed, the player is advanced to the next level, where the pieces descend faster.

SH-12-AP 5.25" disk.	**$34.95**


Problem 2 of 10

Select the fewest coins to equal 52¢.

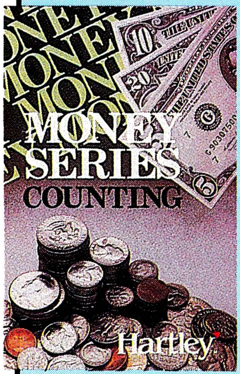
MONEY

Grades: 2 - 6

This disk provides drill in money skills, motivates students with an arcade-style reward game, and includes a program/student management system. Students choose from four lessons: 1) Pennies, Nickels, & Dimes; 2) Pennies, Nickels, Dimes, & Quarters; 3) Pennies, Nickels, Dimes, Quarters, & Half-Dollars; 4) Pennies, Nickels, Dimes, Quarters, Half-Dollars, & Dollars. Within each lesson, students may choose one of the following levels: 1) Count Money 2) Can You Buy? 3) Select the fewest coins and 4) How much change? Requires 64K.

G-125B-AP	5.25" disk w/backup.	**$59.95**
G-125L-AP	Lab pack of 10.	**$179.95**
G-125B-AP3	3.5" disk w/backup.	**$59.95**
G-125L-AP3	Lab pack of 10.	**$179.95**

THE MONEY SERIES



Counting

Grades: 1 - 4

Counting helps students learn to count coins. Coins are actually moved and counted on the screen. Teachers can control the number of problems presented and can also change the specific coins. Diagnostic record keeping is included. The use of an Echo/Ufonic speech synthesizer is an option.(see page 17). Requires 64K.

H-1103B-AP	5.25" disk, w/backup.	**$49.95**
H-1103L-AP	Lab pack of 5.	**$89.95**
H-1103B-AP3	3.5" disk, w/backup.	**$49.95**
H-1103L-AP3	Lab pack of 5.	**$89.95**

More Counting

Grades: 1 - 4

More Counting includes simple problems requiring the student to determine if s/he has "enough" money to pay for the given item. This program provides the instruction, practice and remediation students need. The problems are randomly generated to meet teacher specifications. Diagnostic record keeping is included. Requires 64K.

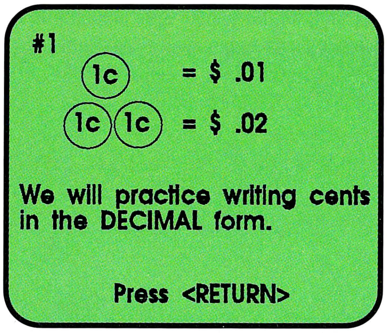
H-1104B-AP	5.25" disk, w/backup.	**$49.95**
H-1104L-AP	Lab pack of 5.	**$89.95**

MONEY SQUARES

Grades: 1 - 5

By answering questions correctly, players earn money which they then use to buy squares on the grid. Before they begin playing, players choose from three levels: 1) Pennies, Nickels, and Dimes; 2) Pennies, Nickels, Dimes, and Quarters; 3) Pennies, Nickels, Dimes, Quarters, and Half-Dollars. Within each level, they choose from four activities: 1) Count Money, 2) Can You Buy?, 3) Select the Fewest Coins, and 4) How Much Change? The computer randomly generates questions, gives immediate feedback, and tells players how much money they have earned. If players have enough money to buy a square, the computer allows them to choose a square and then tells them how much money they have left. If players do not have enough money, the computer tells them how much more they need. The game is over when one player has bought 3 squares in a row. The player with the most squares on the board wins. Requires 48K.

G-146B-AP	5.25" disk w/backup.	**$59.95**
G-146L-AP	Lab pack of 10.	**$179.95**
G-146B-AP3	3.5" disk w/backup.	**$59.95**
G-146L-AP3	Lab pack of 10.	**$179.95**


#1

1c = $ .01

1c 1c = $ .02

We will practice writing cents in the DECIMAL form.

Press <RETURN>

MONEY! MONEY!

Grades: 2 - 5 Remedial: secondary

Learning to count money and make change are vital skills that every student must master. *Money! Money!* uses graphic pictures to help students solve simple word problems, determine amounts in coins and bills, and work with the concept of more and less. One of the best features of the program is the ability to change any of the lessons to create new ones. Using high-resolution shapes for coins and bills, many teachers encourage students to write their own word problems with this flexible program! Requires 48K.

H-1701B-AP	5.25" disk, w/backup.	**$49.95**
H-1701L-AP	Lab pack of 5.	**$89.95**
H-1701B-AP3	3.5" disk, w/backup.	**$49.95**
H-1701L-AP3	Lab pack of 5.	**$89.95**

MONEY & TIME ADVENTURES OF THE LOLLIPOP DRAGON

NEW '92 RELEASE

> *"Overall, this software is an innovative, cheerful and positive means of learning arithmetic through the practical concepts of money and time..."*--Arithmetic Teacher

Grades: K - 3

The Lollipop Dragon helps your students make sense of minutes and hours, dollars and cents. Requires 128K.

SVE-10660-AP	5.25" disk.	**$69.95**
SVE-10660-AP3	3.5" disk.	**$69.95**

CHANGEMAKER

Grades: 2 & up

This program provides practice in making change. The student is given the amount of the purchase (less than $100) and the amount given in payment. The student is asked to make change. If the change is incorrect or inefficient, the student may elect to try again or look at the correct change alongside the change the student indicated Requires 48K.

ML-006-AP	5.25" disk only.	**$25.00**
ML-006L-AP	Lab pack of 10.	**$75.00**

USING MONEY & MAKING CHANGE

Grades: 1 - 4

Let's Look At Money shows students the value of coins and currency and gives them practice with addition & subtraction skills. Menu of choices.

I: Coin Quiz (penny to quarter)
II: Counting Money Quiz
III: Money Review

Everyday Use Of Money menu choices are:

I: Making Change Quiz
II: Making Change Quiz, Advanced
III: Change Review

Each quiz is followed by automatic scoring. If students score below 70% they are sent to the change review. ***If You Ran A Cookie Shop*** shows what it's like to run a small business. Students "make" cookies with their computer and sell them to customers, giving correct change and totaling their profits. Requires 48K.

OC-2300B-AP	5.25" disk only, w/backup.	**$59.00**
OC-2300L-AP	Lab pack of 6.	**$149.50**

MONEY MATTERS

Grades: 2 - up

This program is designed to improve students' knowledge of, and ability to use, coins and bills. They'll identify coins and bills, become adept at counting money, and learn to make change, too ! Not only will your students receive immediate feedback to their responses, but our interactive capabilities make it possible for us to analyze where the student has made an error and to help remediate, too!

Our full-color, high-interest graphics will help motivate students, and you'll be amazed at the realistic graphics of coins and bills. And this program can help you track students' progress with its pre/post test. The results of the test can be sent to a printer or printed on the screen. *Money Matters* includes goals and objectives, tips for running the program, prerequisite skills, and strategies to help you plan a whole unit of study around this one program. Requires 48K.

MCE-341B-AP	5.25" disk, w/backup.	**$69.95**
MCE-341L-AP	Lab pack of 10.	**$149.95**
MCE-341B-AP3	3.5" disk, w/backup.	**$69.95**
MCE-341L-AP3	Lab pack of 10.	**$149.95**

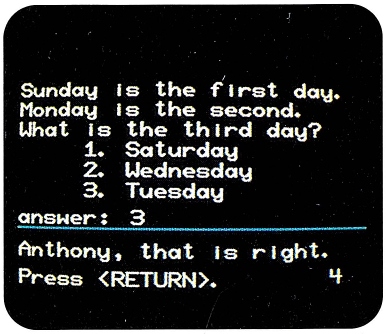
CALENDAR FUN WITH THE LOLLIPOP DRAGON

Grades: K - 3

Have weeks, months, whole years of fun with the Lollipop Dragon's calendar maker! Clearly organized and easy to use, this program features picture windows and pull-down menus to let youngsters create animated monthly scenes, personalized monthly calendars, and weekly calendar-diaries.

Requires 128K, Color Monitor recommended

SVE-10661-AP 5.25" disk. $69.95
SVE-10661-AP3 3.5" disk. $69.95



```
Sunday is the first day.
Monday is the second.
What is the third day?
    1. Saturday
    2. Wednesday
    3. Tuesday
answer: 3

Anthony, that is right.
Press <RETURN>.           4
```

CALENDAR SKILLS

Grades: 1 - 4

How many days are in a week? How many months are in a year? What months are in what seasons? When are our most common holidays? These are the common calendar facts children are expected to know and this handy program can help them learn the answers. Ten lessons and four tutorials also cover the correct way to abbreviate months, and the ordinal position of the days of the week and months of the year. The final exercise may even challenge the teacher - it's a tricky exercise in logic! Requires 48K.

H-1102B-AP 5.25" disk w/backup. $49.95
H-1102L-AP Lab pack of 5. .... $119.95
H-1102B-AP3 3.25" disk w/backup. $49.95
H-1102L-AP3 Lab pack of 5. .... $119.95

USING A CALENDAR

Grades: 3 - 6

This is a great way to teach a child how to read and interpret a calendar! Each lesson on the disk presents a picture of a calendar, along with information and questions. Lessons are presented at three levels of difficulty:

Level 1 includes 10 instruction/practice lessons on how to read a calendar, followed by a review.

Level 2 contains lessons for each month of the year with simple word problems requiring the student to use the information learned.

Level 3 provides challenging word problems combined with interesting facts about special dates and holidays. Requires 48K.

H-1801B-AP 5.25" disk w/backup. $49.95
H-1801L-AP Lab pack of 5. .... $89.95
H-1801B-AP3 3.25" disk w/backup. $49.95
H-1801L-AP3 Lab pack of 5. .... $89.95

THE CALENDAR

Grades: 3 - 6

This disk combines drill in calendar skills, an arcade-style reward game, and a program/student management system. It includes a choice of 3 lessons: 1) Days and Months, 2) Seasons, Special Days, and Holidays, and 3) Using a Calendar. In **Lesson 1**, students choose to sequence or to abbreviate the days and months. In **Lesson 2**, students are given information and must identify the season, special day, holiday, or month. In **Lesson 3**, students are shown a calendar and must use the information on it to answer questions. The system holds up to 200 student files in alphabetical order. Teachers may view, print, or delete all files or only those of an individual student.

Requires 48K.

G-141B-AP 5.25" disk w/backup. $59.95
G-141L-AP Lab pack of 10. .... $179.95
G-141B-AP3 3.5" disk w/backup. $59.95
G-141L-AP3 Lab pack of 10. .... $179.95

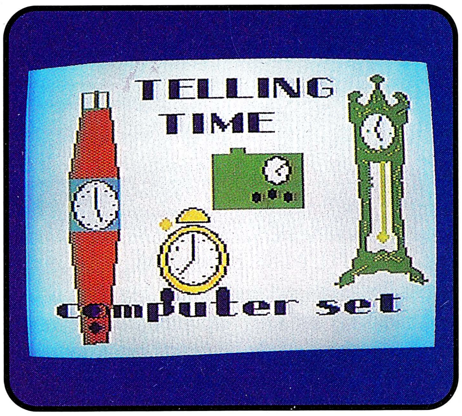
TELLING TIME

Critic's Choice

Grades: 1 - 3

This disk combines guided drill in telling time, an arcade-style reward game, and a program/student management system. Students first choose from four lessons: 1) type the digital time when shown a clock face, 2) type the digital time when given the time in words, 3) set the clock hands when given the digital time, and 4) set the clock hands when given the time in words. Next students choose from four difficulty levels: hours, half-hours, quarter-hours, and 5-minute intervals. Requires 64K.

G-104B-AP 5.25" disk w/backup. $59.95
G-104L-AP Lab pack 10. .... $179.95
G-104B-AP3 3.5" disk w/backup. $59.95
G-104L-AP3 Lab pack 10. .... $179.95

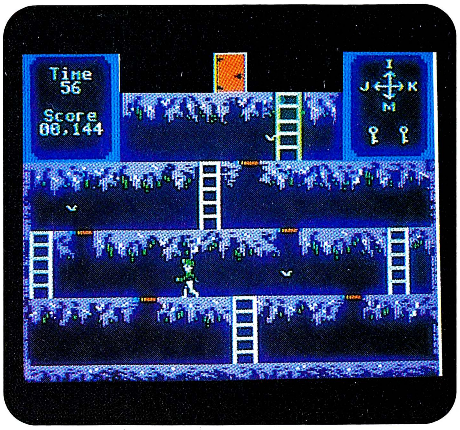


TELLING TIME

Grades: PreK - 3

***Program 1:** Hours of the Day* - Young children learn about clock faces, hours, and half hours of the day. Menu of 4 choices: 1. Clock Hours Quiz (10 random questions) 2. Clock Hours Review 3. Half Hours Quiz 4. Half Hours Review. ***Program 2:** Minutes in an Hour* - Children learn about the minute hand & minutes in an hour. Menu of 3 choices: 1. Minutes quiz. 2. Minutes Review. 3. Clock Readiness Quiz. Requires 48K.

OC-2400B-AP 5.25" disk only, w/backup. $59.00
OC-2400L-AP Lab pack of 6. .... $149.00



TIME EXPLORERS

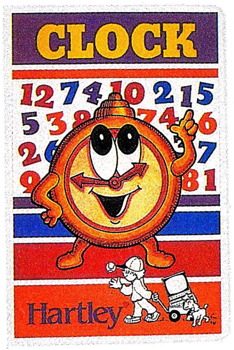
Critic's Choice

Grades: 1 - 3

This disk combines a two-player adventure game, drill in telling time, and a student management system. By answering questions correctly, players work their way through the tunnels of a cavern in an attempt to be the first to discover gold. The student management system automatically records up to 200 student files which include the players' names, activity level worked, raw score, and percent correct. The teacher may choose to view, print, or delete all student files or only those of an individual student. Players may turn the sound on or off. Requires 48K.

G-145B-AP 5.25" disk w/backup. $59.95
G-145L-AP Lab pack of 10. .... $179.95
G-145B-AP3 3.5" disk w/backup. $59.95
G-145L-AP3 Lab pack of 10. .... $179.95

CLOCK



Grades: 2 - 5

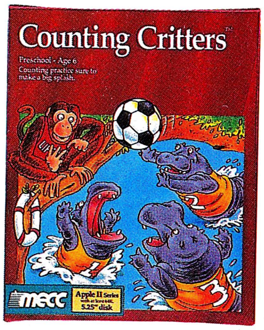
This is one of our best selling programs! Interactive graphics are used to help students learn to convert between digital time and "clock" time. A new special letter set makes the clock face clear on both monochrome and color monitors. Complete record keeping is available.

Multi-level lessons include:

- setting the clock hands when the time is given digitally.
- typing the digital time to match the clock hands.
- setting the clock hands to such common expressions and "half-past eight", "nine fifty-five," etc.
- a tutorial for students who need to understand the relationship between the movement of the clock's hands and digital time. Requires 48K.

H-0101B-AP 5.25" disk w/backup. $49.95
H-0101L-AP Lab pack of 5. .... $89.95
H-0101B-AP3 3.5" disk w/backup. $49.95
H-0101L-AP3 Lab pack of 5. .... $89.95

COUNTING CRITTERS



Grades: PreK - K

Young students count animals, match identical numbers in a magic show, supply a pet store with the correct number of puppies, and more as they learn numbers from 1 to 20. Requires 64K.

MEC-165B-AP	5.25" disk	$59.00
MEC-165L-AP	Lab pack of 5.	$149.00
MEC-165B-AP3	3.5" disk	$59.00
MEC-165L-AP3	Lab pack of 5.	$149.00

ENTER YOUR NAME AND PRESS RETURN

TEN LITTLE ROBOTS

Grades: PreK - 1

Ten Little Robots is the most delightful way to introduce young learners to the computer. Because it has five different games, with multiple graphic rewards and tunes, it will give your child hour upon hour of educational fun.

- *Little Robot Story*
- *Count The Robots*
- *Robot Letter Match*
- *Robot Sketch*
- *Robot Addition*

Requires 48K

UN-004B-AP	5.25" disk only, w/backup.	$49.95
UN-004L-AP	Lab pack of 5.	$89.95

COUNTING

Grades: PreK - 1

Zero to nine items are presented in a box. Below the box, three numbers are displayed, one of which indicates how many figures are in the box. They flash one at a time, and the student must press a key while the correct number is flashing. Graphic reinforcement rewards correct answers. Requires 48K.

NTS-011-AP	5.25" disk.	$30.00
NTS-011-AP	Lab pack of 5.	$59.00.

HOW MANY?

Grades: PreK - 1

In a box at the top of the screen, one to six items may appear. They may be robots, rabbits, or houses, or any combination of the three. Below the box, a robot is shown, followed by an equals sign. The student must type the number that shows how many robots are displayed above. The procedure it repeated for rabbits and houses. Graphic reinforcement rewards the correct answer. Requires 48K.

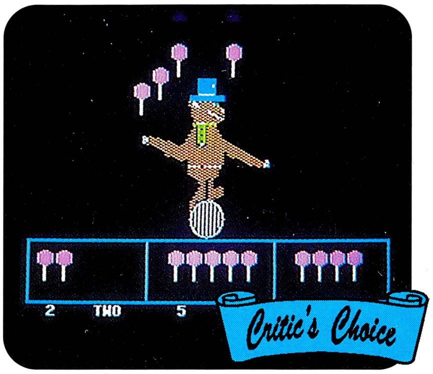
NTS-012-AP	5.25" disk.	$30.00
NTS-012L-AP	Lab pack of 5.	$59.00

TEDDY BEAR'S COUNTING FUN

Grades: PreK - 1

This is a program designed to teach basic counting and one-to-one number relationship concepts to preschool and first grade children. It combines color displays, rhymes, and sounds to make the game fun. Requires 48K.

ML-071-AP	5.25" disk.	$35.00
ML-071L-AP	Lab pack of 10.	$115.00

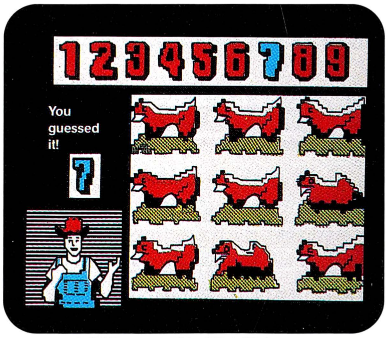


CONSERVATION & COUNTING

Grades: PreK - 1

Bunny Hop, 1 For Fun, Circus Cub, and *Fish 4 Numbers* are exciting math-related activities that help children focus on one-to-one correspondence, conservation of numbers, number-numeral relationships and matching sets. It emphasizes building an understanding of quantity rather than mere memorization.

H-1115B-AP	5.25" disk , w/backup.	$49.95
H-1115L-AP	Lab pack of 5.	$99.95
H-1115B-AP3	3.5" disk, w/backup.	$49.95
H-1115L-AP3	Lab pack of 5.	$99.95



123456789

You guessed it!

7

NUMBER FARM

Grades: PreK - 2

Six games and activities help youngsters to learn numerals, number words, numerical order, counting skills, and beginning number concepts. Requires 48K.

DLM-1600E-AP	5.25" disk only.	$39.95
DLM-1600EL-AP	Lab pack of 5.	$89.00

SEQUENCES

Grades: PreK - 2

Filling in the missing number in a sequence. At the beginning of the program, the teacher types the upper limit of the sequences to be given. Four consecutive numbers between zero and the upper limit are selected, and three of them are displayed, with a blank in the place of the missing number. The student must type in the number that is missing. Graphics reinforcement rewards correct answers. Requires 48K.

NTS-013-AP	5.25" disk.	$30.00
NTS-013L-AP	Lab pack of 5.	$59.00

LEARNING ABOUT NUMBERS

VOLUME 1

Grades: PreK - 4

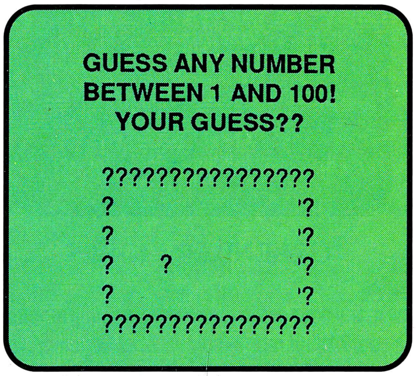
Three programs use the power of computer graphics to provide young children with a variety of experiences in working with numbers.

Let's Count
Let's Tell Time
Arithmetic Fun

Let's Count - Correct answers are rewarded with a pleasant sound and a happy face that winks.

Let's Tell Time - Uses the relationship between digital and analog clocks to help children learn to tell time. Requires 48K.

CC-1004B-AP	5.25" disk w/backup.	$59.00
CC-1004L-AP	Lab pack of 5.	$129.00



GUESS ANY NUMBER
BETWEEN 1 AND 100!
YOUR GUESS??

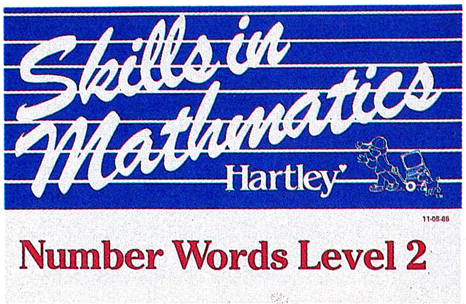
```
???????????????
?             '?
?             '?
?    ?        '?
?             '?
???????????????
```

NUMBER GUESS

Grades: K - 3

Guess a number between one and 100. With each guess, the student is told whether the number is higher or lower, and is shown the range within which the number lies. This program is fun and helps strengthen sequencing concepts. Requires 48K.

NTS-025-AP	5.25"disk only.	$15.00
NTS-025L-AP	Lab pack of 5.	$29.00

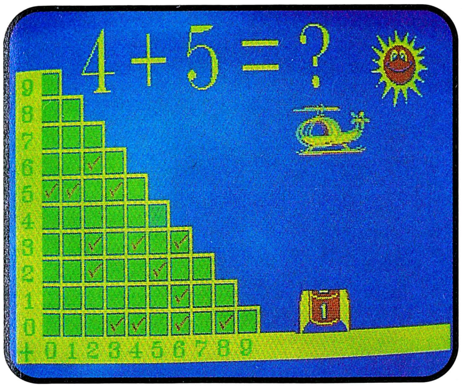


NUMBER WORDS
LEVEL 2

Grades: 3 - 5

If your students have difficulty with such numbers as "twenty thousand and four" or "twenty thousand, two hundred and two", this program can help. It provides practice writing number words as numerals, beginning with one hundred and continuing to the millions. Requires 48K.

H-1105B-AP	5.25" disk.	$49.95
H-1105L-AP	Lab pack of 5.	$89.95
H-1105B-AP3	3.5" disk.	$49.95
H-1105L-AP3	Lab pack of 5.	$99.95

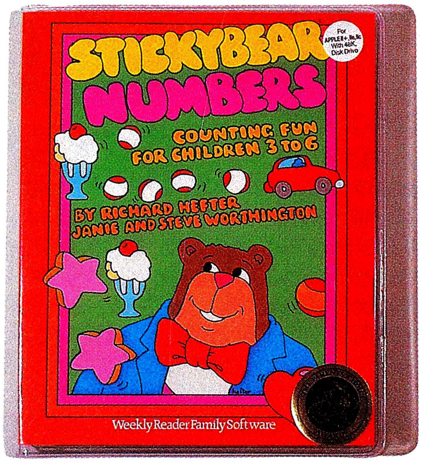


LEARNING TO ADD & SUBTRACT

Grades: PreK - 3

Challenge: Can you solve simple addition and subtraction problems of single digit numbers? It's easier with picture clues. Then try a different way to add with the unique tower matrix. Skill areas: Develops counting, and addition and subtraction of single digit numbers. Requires 48K.

MR-7114-AP 5.25" disk only.	$19.95


STICKYBEAR
NUMBERS
COUNTING FUN FOR CHILDREN 3 TO 6
BY RICHARD HEFTER JANIE AND STEVE WORTHINGTON
Weekly Reader Family Software

STICKYBEAR NUMBERS

Grades: Preschool - 1

Counting and number recognition become as easy as 1, 2, 3 using the colorful groups of trucks, ducks, planes and more of *Stickybear Numbers*! More that 250 possible picture combinations reinforce number and counting skills. Requires 128K.

"Best software of the year!"
- Learning Magazine

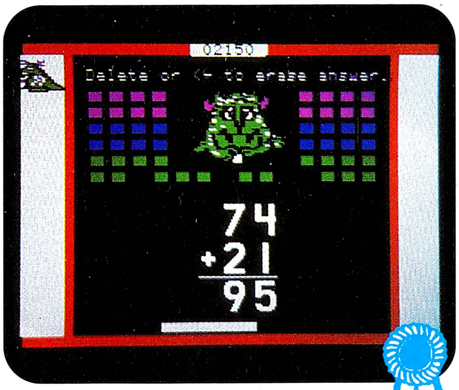
XR-8517-AP 5.25" disk.	$39.95
XR-8517L-AP Lab pack of 6.	$109.95
XR-8517-AP3 3.5" disk.	$39.95
XR-8517L-AP3 Lab pack of 6.	$109.95

ADDING

Grades: PreK - 1

A horizontally split box is shown on the screen. In the top section, 0 to 5 figures are shown. In the bottom, there is a plus sign and 0 to 5 more figures. Below, the problem is shown in large numerals. Requires 48K.

NTS-A014-AP 5.25" disk only.	$30.00
NTS-A014L-AP Lab pack of 5.	$59.00



MATH MAGIC

Grades: PreK - 4

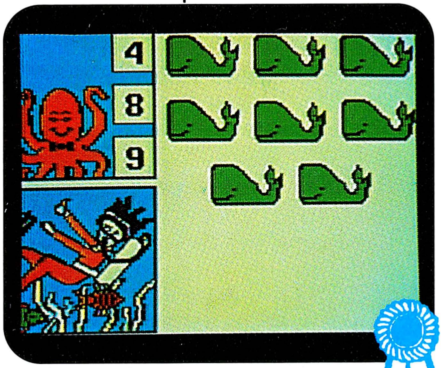
Beginner's lessons feature counting objects with the space bar and progress in steps to adding and subtracting numbers. Incorrect answers are corrected. Performance records are kept automatically. *Challenge Upgrade* lets you enter your own questions; control carrying, borrowing, and much more.

Apple Requires 48K

MDP-100-AP 5.25" disk.	$49.99
MDP-100L-AP Lab pack of 6.	$129.00
MDP-100-AP3 3.5" disk.	$49.99
MDP-100L-AP3 Lab pack of 6.	$129.00

Macintosh Requires 512K - 2MB

MDP-100-MAC 3.5" disk.	$49.99
MDP-100L-MAC Lab pack of 6.	$129.00



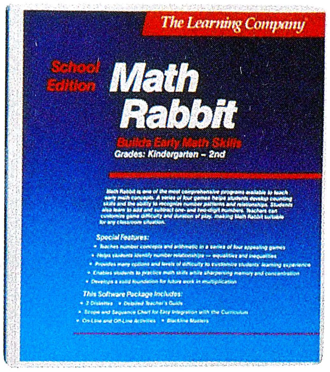
NUMBER SEA HUNT

Grades: K - 1

Students progress through the disk by using only the "space bar" and "return" key.

Students choose from four lessons in which questions are randomly generated. In *Counting Objects*, students are given 1 to 10 objects to count. In *Number Line*, students are shown a five-number sequence with one number missing. In *Adding Objects*, students are given two groups of objects whose sum ranges, from 1 to 10. In *Subtracting Objects*, students are given a group of 1 - 10 objects with some objects crossed out. In all lessons, a choice of three possible answers is given, and the students must choose the correct one. Incorrect answers are deleted from the list of choices so that after two incorrect attempts only the correct answer remains. Requires 64K.

G-138B-AP 5.25" disk w/backup.	$59.95
G-138L-AP Lab pack of 10.	$179.95
G-138B-AP3 3.5" disk w/backup.	$59.95
G-138L-AP3 Lab pack of 10.	$179.95



MATH RABBIT

Grades: K - 2

Players begin by counting and matching sets of objects to numbers. Later, *Math Rabbit* teaches children how to add and subtract one and two digit numbers and recognize number patterns and relationships.

Apple Requires 64K

LC-16090-AP 5.25" disk only.	$59.95
LC-16090L-AP Lab pack of 5.	$149.95

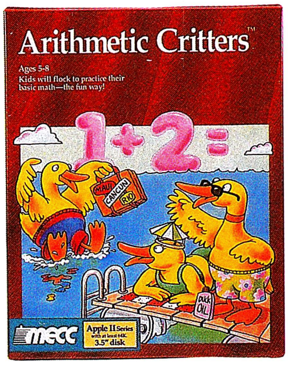
Apple IIGS Requires 64K

LC-16090-GS 3.5" disk.	$59.95
LC-16090L-GS Lab pack of 5.	$149.95

Macintosh Requires 1 MB - *Talking Version*

LC-16090-MAC 3.5" disk.	$79.95
LC-16090L-MAC Lab pack of 5.	$169.95

ARITHMETIC CRITTERS



Grades: K - 2

Once children have successfully learned basic numeric skills with *Counting Critters* (see page 70), they are ready to advance to this delightful package. Four imaginative programs help youngsters master simple math skills. Students practice drills on place values to 99, single-digit addition and subtraction, and basic measurement. Requires 64K.

MEC-166 -AP 5.25" disk	$59.00
MEC-166L-AP Lab pack of 5.	$129.00
MEC-166 -AP3 3.5" disk	$59.00
MEC-166L-AP3 Lab pack of 5.	$129.00

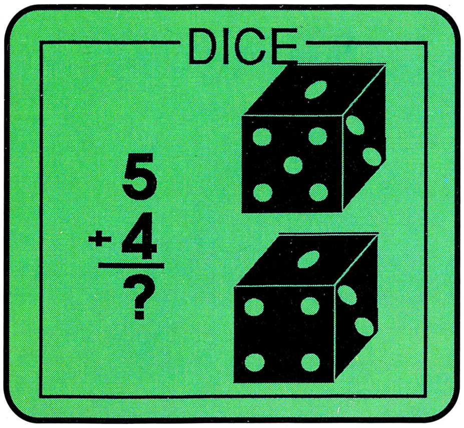
NUMBER WORDS LEVEL 1

Grades: K - 2

This simple program can help beginning level students match numerals to the appropriate number words.

If a child has difficulty, a 3-D keyboard is shown on the computer screen, identifying the correct answer. Requires 48K.

H-0803B-AP 5.25" disk, w/backup.	$39.95
H-0803L-AP Lab pack of 5.	$79.95
H-0803B-AP3 3.5" disk, w/backup.	$39.95
H-0803L-AP3 Lab pack of 5.	$79.95



DICE 'N' DOMINOES

Grades: K - 2

Graphics dice are used to present addition problems up to 6+6 or subtraction problems to 12-6. Dominoes extend the range to 9+9 or 18-9. Additionally, the student may elect to work problems in the same ranges without graphics illustration. Ten problems are given in each set, and the student has three chances to answer correctly before being shown the correct answer. At the end the student is shown how many he answered correctly. Requires 48K.

NTS-015-AP 5.25" disk.	$30.00
NTS-015L-AP Lab pack of 5.	$59.00

ADDITION TABLES

Grades: K - 2

The student chooses which "table" he wishes to work with. He is then given ten addition problems, using the selected addend. The problems are simultaneously presented in three different formats: vertical, horizontal, and in table form. As the student types the answer, it appears in each of the three places. Requires 48K.

NTS-A021-AP 5.25" disk only.	$25.00
NTS-A021L-AP Lab pack of 5.	$49.00

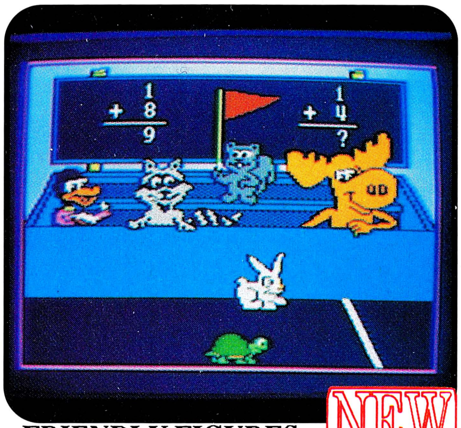
MILT'S MATH DRILLS

Grades: K - 4

This six disk package includes a diagnostic/testing disk, four practice disks, and a readiness skills disk. The diagnostic test disk can be used to determine exactly what facts the student needs to work on. The four practice disks drill on addition, subtraction, multiplication, and division facts. The teacher has the option of having the drills timed or not timed.

The lessons are carefully sequenced to present the facts in an order which makes them easier for children to learn. Problems are presented randomly within a lesson and are easily modified. The computer keeps track of the specific problems that a student has difficulty with and will print out a take-home letter with those facts that need extra practice. The package includes a disk which helps students with simple math concepts and math readiness skills. Requires 48K.

H-1122B-AP 5.25" disk w/backup.	$99.95
H-1122L-AP Lab pack of 5.	$299.95
H-1122B-AP3 3.5" disk w/backup.	$99.95
H-1122L-AP3 Lab pack of 5.	$299.95



NEW
'92 RELEASE

FRIENDLY FIGURES

Grades: K - 2

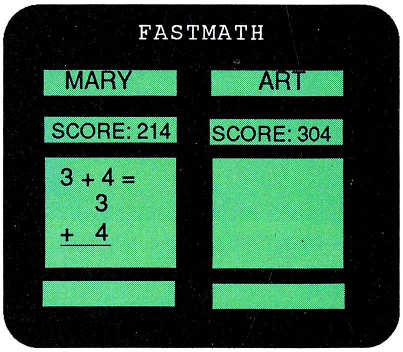
This collection of three programs provides primary grade children with fun ways to learn about counting and simple addition and subtraction. Each of the three programs includes simple directions which may be presented in either English or Spanish.

Ducks provides children with practice in counting to twenty. When answers are correct, the flock of ducks will quack and fly away.

For more fun, children can count on the fish in *Number Lake.* Beginning adding and subtracting skills can be practiced as fish swim on and off the screen. Correct answers will help the crab on the sandy bottom find his home in the rocks.

Bunny Hop offers more practice in adding and subtracting. Students must answer quickly and may request faster turtles for a greater challenge. The teacher can control the type of problems presented. Requires 128K.

MCG-120-AP 5.25" disk.	$39.95



FASTMATH 1

Grades: K - 3

This program presents problems alternately to two students in a game format. While one student is answering, the other is accumulating points. The first student to reach 500 points wins, and incorrect answers are penalized by five points. It encourages quick, accurate answers. This program improves student's performance on timed drills.

1. Additions with 1-digit addends, 1-digit sums.
2. Subtraction 1-9, 1-digit answers.
3. Mixed addition and subtraction, (1 & 2)
4. Addition with 1-digit addends, sums to 18
5. Subtraction 1-18, 1-digit answers
6. Mixed addition and subtraction, (4 & 5)

NTS-024-AP 5.25" disk only, 48K.	$45.00
NTS-024L-AP Lab pack of 5.	$89.00

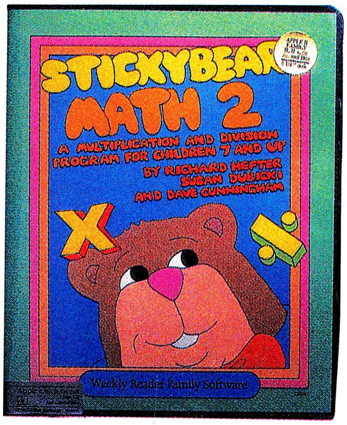
STICKYBEAR MATH 1

Critic's Choice

Grades: 1 - 4

Helping Stickybear, young learners solve sets of addition and subtraction problems. Computer automatically advances child, or parent/teacher can customize program. This program can be individually configured for specific levels and customized for up to 40 students. Requires 128K.

XR-9624-AP 5.25" disk.	$49.95
XR-9624L-AP Lab pack of 6.	$119.95
XR-9624-AP3 3.5" disk.	$49.95
XR-9624L-AP3 Lab pack of 6.	$119.95


STICKYBEAR
MATH 2
A MULTIPLICATION AND DIVISION PROGRAM FOR CHILDREN 7 AND UP
BY RICHARD HEFTER
SUSAN DUBICKI
AND DAVE CUNNINGHAM
Weekly Reader Family Software

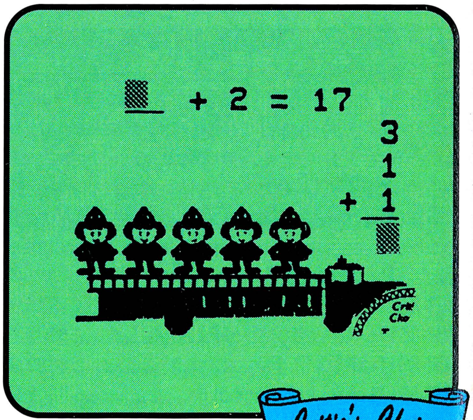
STICKYBEAR MATH 2

Critic's Choice

Grades: 2 - 6

Allows children to practice multiplication and division. Like *Stickybear Math 1* program, *Stickybear Math 2* can be individually configured for specific levels and customized for up to 40 students. Requires 128K.

XR-2327-AP 5.25" disk.	$49.95
XR-2327L-AP Lab pack of 6.	$119.95
XR-2327-AP3 3.5" disk.	$49.95
XR-2327L-AP3 Lab pack of 6.	$119.95



EARLY ADDITION

Critic's Choice

Grades: 1 - 2

With correct answers to one and two-digit problems, children help firefighters put out a blaze, make airplanes fly, or pit their jumping frog against the computer's in a race. Requires 48K.

MEC-788 -AP 5.25" disk	$59.00
MEC-788L-AP Lab pack of 5.	$129.00
MEC-788 -AP3 3.5" disk	$59.00
MEC-788L-AP3 Lab pack of 5.	$129.00

BASE TEN BLOCKS

Grades: K - 4

By building a strong foundation and understanding of basic concepts teachers can help students succeed in mathematics. *Base Ten Blocks* combines a variety of manipulative activities to create an exciting environment for learning place value and how to perform classic arithmetic operations.

The Playground - This creates a computer based environment where students use place value, counting, addition and subtraction in a free exploration involving the representation of quantities.

The Exercises - Here, goal-directed activities aimed at particular instructional objectives are provided.

Activities include: Using numerals to label quantities represented by blocks, and addition and subtraction with regrouping. Requires 64K.

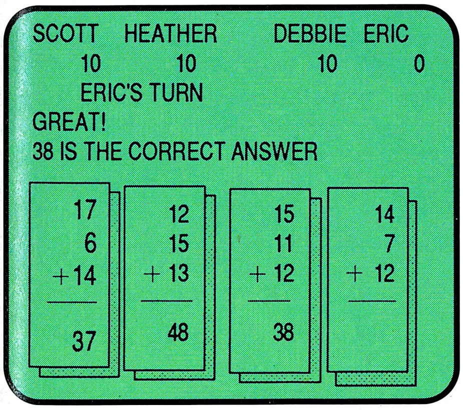
VT-80-AP	5.25" disk.	**$59.95**
VT-80L-AP	Lab pack of 10.	**$149.95**
VT-80-AP3	3.5" disk.	**$59.95**
VT-80L-AP3	Lab pack of 10.	**$149.95**

LEARN TO ADD

Grades: 3 - 7

Learn to add makes arithmetic easy and fun for your child. The first level of play is just right for younger tots. Send the bunny floating into the sky with the correct number of balloons, and POP! POP! POP! - they create another piece of a colorful rainbow. Learn to Add has increasing levels of play with addition and simple equations to keep children entertained and challenged, and ducks, kangaroos, and penguins to keep the fun going throughout. With animals, balloons, rainbows ans music, Learn To Add will help your child feel right at home with beginning arithmetic. By using physical objects children can relate numbers to objects thay can see and enjoy. It makes the basics of arithmetic easy to understand. Requires 128K.

NSP-2041-AP	5.25" disk only.	**$24.95**
NSP-2041L-AP	Lab pack of 5.	**$59.95**



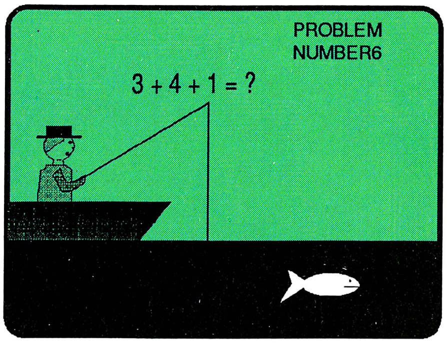
```
SCOTT   HEATHER     DEBBIE  ERIC
  10       10          10      0
    ERIC'S TURN
GREAT!
38 IS THE CORRECT ANSWER

   17      12      15      14
    6      15      11       7
  +14    + 13    + 12    + 12
   37      48      38
```

COLUMNS

Grades: 2 - 4

This program is designed for two to four players. It presents each with addition problems consisting of three 1 or 2 digit numbers. Each correct answer scores ten points; each incorrect answer gives each of the other players five points. The first player to reach 100 points wins the game. Requires 48K.

NTS-035-AP	5.25" disk only.	**$30.00**
NTS-035L-AP	Lab pack of 5.	**$59.00**



```
PROBLEM
NUMBER6
3 + 4 + 1 = ?
```

FISHING FOR ANSWERS ADDITION LEVEL 1

Grades: K - 3

Ten correct answers allow the graphics fisherman to catch a graphics fish.

Level 1: 2 addends with sums to 9
Level 2: 2 addends with sums to 18
Level 3: 3 addends with sums to 9
Level 4: 3 addends with sums to 27
Level 5: Two 2-digit addends, no regrouping

Requires 48K.

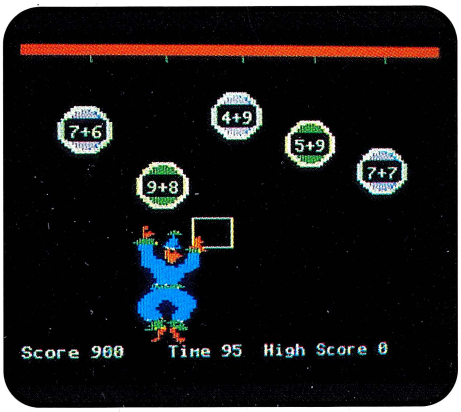
NTS-022-AP	5.25" disk.	**$30.00**
NTS-022L-AP	Lab pack of 5.	**$59.00**

LEARNING ADDITION

Grades: 2 - 6

Survey and diagnostic tests are used to develop an individualized program for each student. Deficiencies are then remediated through a carefully designed approach incorporating the critical educational balance between conceptual development and practice or drill. Proficiencies, deficiencies and progress are monitored through an ongoing management system capable of handling 260 students. Requires 48K.

CCM-1026-AP	5.25" disk only.	**$69.95**
CCM-1026L-AP	Lab pack of 10.	**$345.00**



```
Score 900    Time 95   High Score 0
```

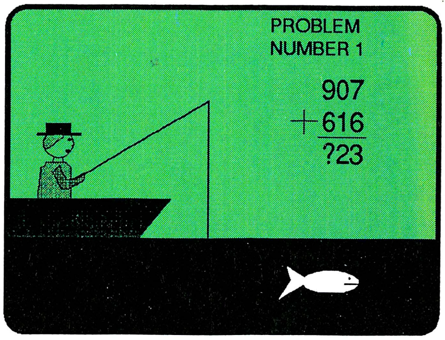
ADDITION CIRCUS

Critic's Choice

Grades: 2 - 6

Balloons containing addition fact problems float upward in the sky. A correct answer allows the clown to pop a balloon before it hits the circus tent. The choices of difficulty levels are: sums to 6, sums to 10, sums to 12, and sums to 18. Requires 64K.

G-118B-AP	5.25" w/backup.	**$59.95**
G-118L-AP	Lab pack of10.	**$179.95**
G-118B-AP3	3.5" w/backup.	**$59.95**
G-118L-AP3	Lab pack of10.	**$179.95**



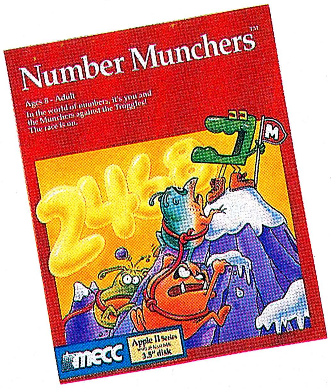
```
PROBLEM
NUMBER 1
  907
+ 616
  ?23
```

FISHING FOR ANSWERS ADDITION LEVEL 2

Grades: 2 - 4

Addition with graphics and verse. Ten correct answers allow the graphics fisherman to catch a graphic fish. This program is multi-levelled, and deals with regrouping in addition. Problems involving addends up to four digits are presented. Students are moved ahead or back depending on their performance. Requires 48K.

NTS-031-AP	5.25" disk only.	**$30.00**
NTS-031L-AP	Lab pack of 5.	**$59.00**



NUMBER MUNCHERS

Critic's Choice

Grades: 3 - Adult

More excitement is in store for your students as they help Munchers hunt for numbers or numerical expressions (factors, primes, multiples, equalities, or inequalities) while watching out for the dreaded Troggles.

Apple Requires 64K

MEC-170 -AP	5.25" disk	**$59.00**
MEC-170L-AP	Lab pack of 5.	**$129.00**
MEC-170 -AP3	3.5" disk	**$59.00**
MEC-170L-AP3	Lab pack of 5.	**$129.00**

Macintosh Plus or later, 1MB memory

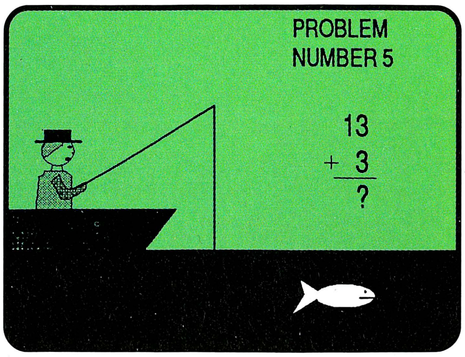
MEC-170 -MAC	3.5" disk	**$69.00**
MEC-170L-MAC	Lab pack of 5.	**$139.00**

ADDITION LOGICIAN

Grades: 3

Ho-hum whole-number addition becomes exciting and challenging when tough math problems are mixed with lively, rewarding activities. When children answer their addition questions correctly, they can play competitive, stimulating games of logic, vying with the computer to see who will emerge victorious. Requires 48K.

MEC-125 -AP	5.25" disk	**$59.00**
MEC-125L-AP	Lab pack of 5.	**$129.00**
MEC-125 -AP3	3.5" disk	**$59.00**
MEC-125L-AP3	Lab pack of 5.	**$129.00**



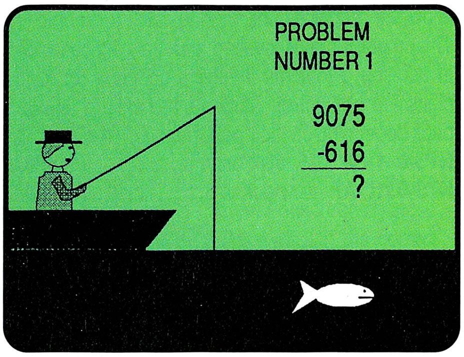
FISHING FOR ANSWERS SUBTRACTION LEVEL 1

Grades: K - 3

Ten correct answers allow the graphics firsherman to catch a graphics fish. Contains Scorekeeper Management System. This program includes five levels.

Level 1: 2 digit problems ranging from 0-9
Level 2: 2 digit problems ranging from 0-18
Level 3: 3 digit problems ranging from 0-9
Level 4: 3 digit problems ranging from 0-27
Level 5: 2 digit, no regrouping

NTS-023-AP 5.25" disk only.	**$30.00**
NTS-023L-AP Lab pack of 5.	**$59.00**



FISHING FOR ANSWERS SUBTRACTION LEVEL 2

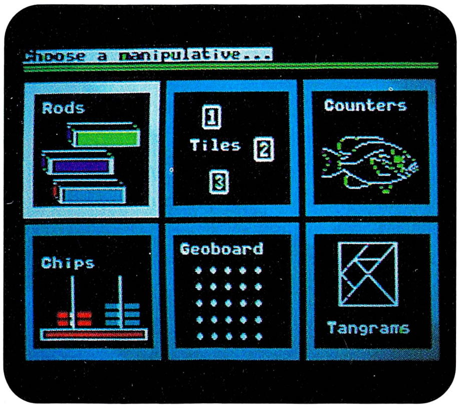
Grades: 2 - 4

Subtraction with regrouping. Subtraction with graphics and verse. Ten correct answers allow the graphics fisherman to catch a graphics fish. This program is multi-leveled, and deals with regrouping in subtraction. Students are moved ahead or back depending on their performance. Requires 48K.

NTS-032-AP 5.25" disk only.	**$30.00**
NTS-032L-AP Lab pack of 5.	**$59.00**

23-15=8 33-21=12 103-4=99 3-1=2

5-2=3 45-5=40 11-3=8



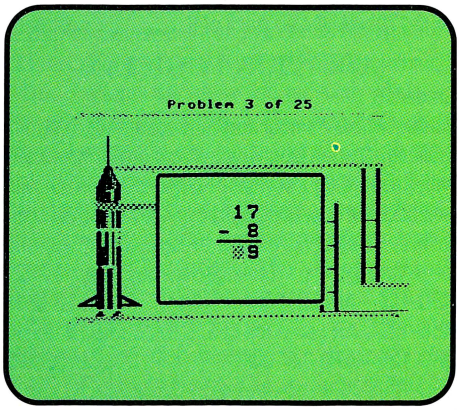
Critic's Choice

SUBTRACTION DEFENDERS

Grades: 2 - 6

Fireballs containing subtraction fact problems fly toward the castle wall. Students defend the castle by typing correct answers to shoot down the fireballs. The choice of difficulty levels are: subtract from 6 or less, subtract from 10 or less, subtract from 12 or less, and subtract from 18 or less. Requires 64K.

G-119B-AP 5.25" w/backup.	**$59.95**
G-119L-AP Lab pack of10.	**$179.95**
G-119B-AP3 3.5" w/backup.	**$59.95**
G-119L-AP3 Lab pack of 10.	**$179.95**

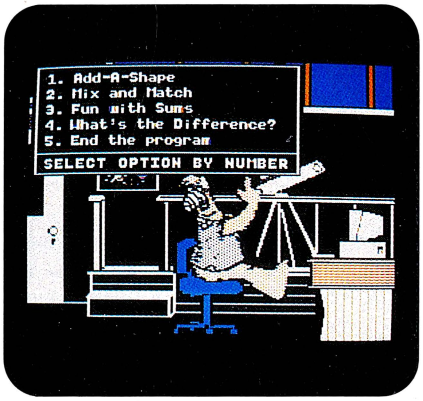


SPACE SUBTRACTION

Grades: 1 - 3

Youngsters are rewarded with some exciting outer space play when they correctly solve simple subtraction problems. For some positive reinforcement, kids design their own space creatures, land a lunar module, and play other outer space games whenever they give a correct answer. Requires 64K.

MEC-145 -AP 5.25" disk	**$59.00**
MEC-145L-AP Lab pack of 5.	**$149.00**
MEC-145 -AP3 3.5" disk	**$59.00**
MEC-145L-AP3 Lab pack of 5.	**$149.00**



ADD & SUBTRACT WITH ALF

Grades: K - 5

Alf's mental workouts include four educational games for children ages four and up. A special section is also provided for parents and teachers, outlining the information presented in the lessons.

Lesson 1: Add the green squares and red triangles! Alf wants you to learn the basics of addition by adding the vivid shapes! Three levels of difficulty are provided.

Lesson 2: Take it away, Alf! Alf will instruct your child to "take it away" as he/she learns the fundamentals of subtraction.

Lesson 3: It all adds up to success! Alf will assist your child in adding two and three digit numbers. The emphasis is put on place value.

Lesson 4: Subtraction becomes a snap with Alf and this program. Your child is encourages to learn two and three digit subtraction. The emphasis is put on place value.

These lessons are designed so children can run them on their own. If supervision is desired, short descriptions as well as suggestions are given to provide additional assistance. Requires 48K.

NSP-2023-AP 5.25" disk.	**$19.95**

MATH DRILLS

Grades: 2 - 8

Develop good study habits as you practice math with *Math Drills* worksheets. *Math Drills* can create 5 different types of worksheets: Subtraction (2-6 digit problems), Addition (2-6 digit problems), Multiplication (problems as low as one by two digits to three by four digits), Multiplication chart, and a Reducing Fraction Worksheet. Requires 48K.

NSP-2044-AP 5.25" disk only.	**$19.95**

LEARNING SUBTRACTION

Grades: 2 - 7

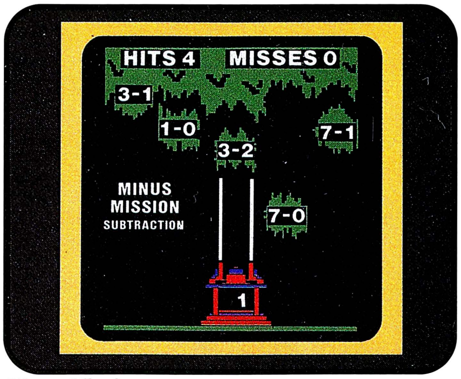
Survey and diagnostic tests are used to develop an individualized program for each student. Deficiencies are then remediated through a carefully designed approach incorporating the critical educational balance between conceptual development and practice or drill. Proficiencies, deficiencies and progress are monitored through an ongoing management system capable of handling 260 students. Requires 48K.

CCM-1027-AP 5.25" disk only.	**$69.95**
CCM-1027L-AP Lab pack of 10.	**$345.00**

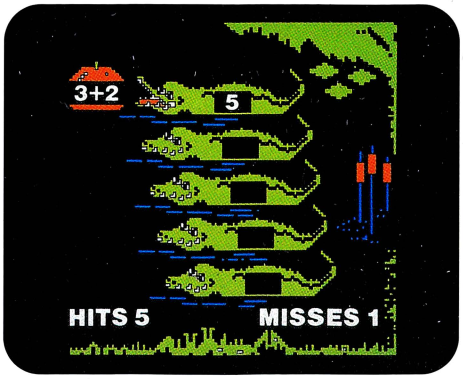
ARCADEMIC SKILL BUILDERS IN MATH

The fast-action game format and colorful graphics of these challenging supplemental math programs provide exciting drill and practice in the four basic math operations and combinations of operations. Game control options include speed, content, run time, and paddle or keyboard control. Blackline masters and flash cards are included for total approach to practicing math facts.

Alien Addition
Grades: 1- 3, Requires 48K
DLM-16761E-AP 5.25" disk only. $49.00
DLM-16761EL-AP Lab pack of 5. .... $115.00



Minus Mission
Grades: 1 - 3, Requires 48K
DLM-16763E-AP 5.25" disk only. $49.00
DLM-16763EL-AP Lab pack of 5. .... $115.00



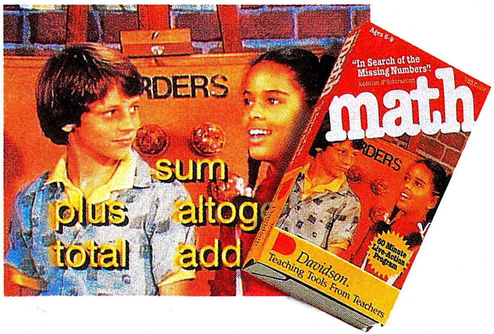
Alligator Mix (contains both addition & subtraction)
Grades 1-3, Requires 48K
DLM-16769E-AP 5.25" disk only. $49.00
DLM-16769EL-AP Lab pack of 5. .... $115.00

IN SEARCH OF THE MISSING NUMBERS

Grades: 1 - 3

Children will delight in following Brad and Melissa into the fantasyland of Blasteria as they search for the missing numbers. Along the way, our heroes befriend many colorful characters as they use addition and subtraction to help solve the mystery AND save Blasteria from the evil number-snatching Fallover Crumbwell.

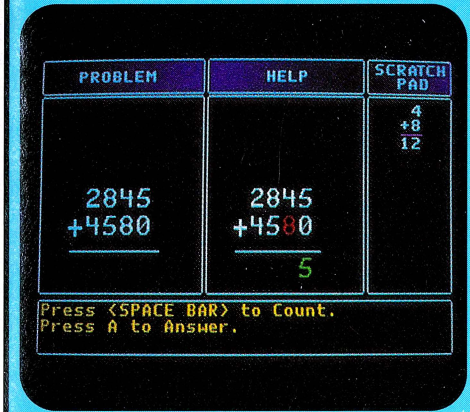
V53-001-VHS 60 minutes. $24.95


Ages 5-9
"In Search of the Missing Numbers"
math
ORDERS
sum
plus
altog
total
add
60 Minute Live-Action Program
Davidson.
Teaching Tools From Teachers

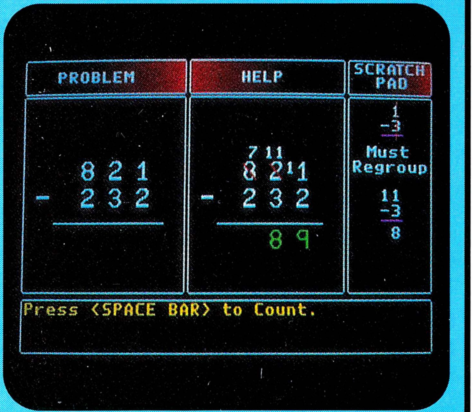
ADDITION TUTOR
SUBTRACTION TUTOR

Grades: 1 - 4

If your students have difficulty with renaming in addition or subtraction, here are the programs they need! the students may choose from different levels of instruction and ask for help at any time, and the computer will take them through the process one step at a time. The problems are randomly generated. Levels range from one-digit numbers no regrouping to four-digit numbers with regrouping. Complete student records are kept by the computer.



```
PROBLEM      HELP       SCRATCH
                          PAD
                           4
                          +8
                          12

 2845        2845
+4580       +4580
                5

Press <SPACE BAR> to Count.
Press A to Answer.
```



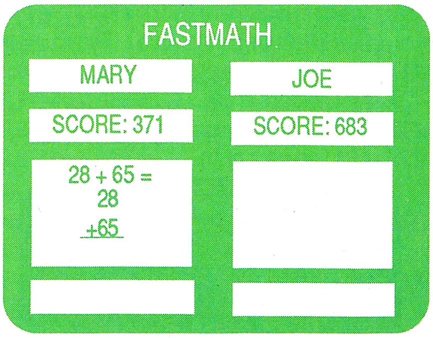
```
PROBLEM      HELP       SCRATCH
                          PAD
                           1
                          -3
              7 11       Must
  8 2 1       8 2 1      Regroup
- 2 3 2     - 2 3 2        11
                            -3
                8 9         8

Press <SPACE BAR> to Count.
```

ADDITION TUTOR

Apple Requires 128K
H-1003B-AP 5.25" disk, w/backup. $49.95
H-1003L-AP Lab pack of 5. .... $89.95
H-1003B-AP3 3.5" disk, w/backup. $49.95
H-1003L-AP3 Lab pack of 5. .... $89.95

SUBTRACTION TUTOR

Apple Requires 128K
H-1004B-AP 5.25" disk, w/backup. $49.95
H-1004L-AP Lab pack of 5. .... $89.95
H-1004B-AP3 3.5" disk, w/backup. $49.95
H-1004L-AP3 Lab pack of 5. .... $89.95



FASTMATH

MARY	JOE
SCORE: 371	SCORE: 683
28 + 65 = 28 +65	

FASTMATH 2

Grades: 2 - 5

This program presents problems alternately to two students in a game format. While one student is answering the other is accumulating points at a rapid pace. Since the first student to reach 1000 points "wins the game," and incorrect answers are penalized by five points, it encourages quick, accurate answers. Teachers say this program improves students performance on timed tests. Six separate versions of *Fastmath* are included:

NTS-044-AP 5.25" disk only, 48K. $45.00
NTS-044L-AP Lab pack of 5. .... $135.00

WHOLE NUMBERS: ADDITION & SUBTRACTION

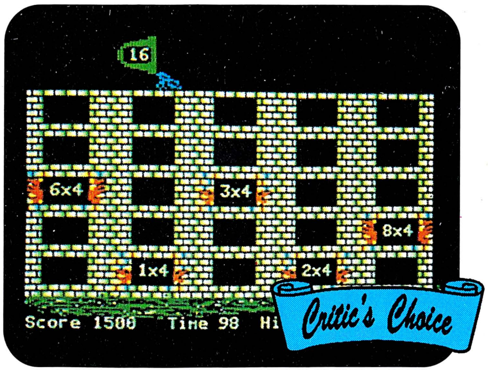
Grades: 2 - 6

Critic's Choice

This program combines guided drill in computational math skills, an arcade style reward game, and a student management system. Each computational skill is broken down into carefully selected difficulty levels. Students first choose the skill and then the level. Problems are randomly generated and students control the pace of presentation. The number of problems in a run is preset at 10 but may be changed. The computer leads students through the problems step by step checking each response in sequence. Students are given three opportunities to solve each step of a problem. Choice of five difficulty levels in subtraction, from no regrouping to larger numbers with regrouping across zeroes.

G-100B-AP 5.25" disk w/backup. $59.95
G-100L-AP Lab pack of 10. .... $179.95
G-100B-AP3 3.5" disk w/backup. $59.95
G-100L-AP3 Lab pack of 10. .... $179.95

Multiplication & Division

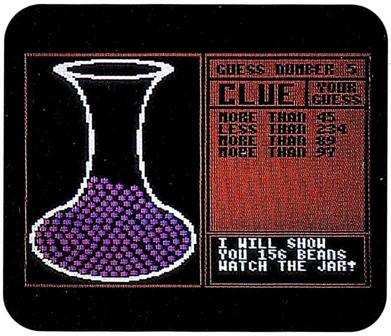


MULTIPLICATION BRIGADE

Grades: 2 - 6

Multiplication fact problems appear in the windows of the burning building. Answering the problems correctly helps the bucket brigade put out the fire. Difficulty levels range from multiplying by 0 to multiplying by 9. Three review levels are also included. Requires 64K.

G-120B-AP 5.25" w/backup.	$59.95
G-120L-AP Lab pack of 10.	$179.95
G-120B-AP3 3.5" w/backup.	$59.95
G-120L-AP3 Lab pack of 10.	$179.95



```
MORE THAN 45
LESS THAN 234
MORE THAN 89
MORE THAN 97
```

```
I WILL SHOW
YOU 156 BEANS
WATCH THE JAR!
```

LEARNING MULTIPLICATION

Grades: 2 - 7

This program provides students with the understanding and skills necessary to multiply. Survey and diagnostic tests are used to develop an individualized program for each student. Deficiencies are then remedied through a carefully designed approach incorporating the critical educational balance between conceptual development and practice or drill. Proficiencies, deficiencies and progress are monitored through an ongoing management system capable of handling 260 students. Requires 64K.

CCM-1029-AP 5.25" disk only.	$69.95
CCM-1029L-AP Lab pack of 10.	$345.00

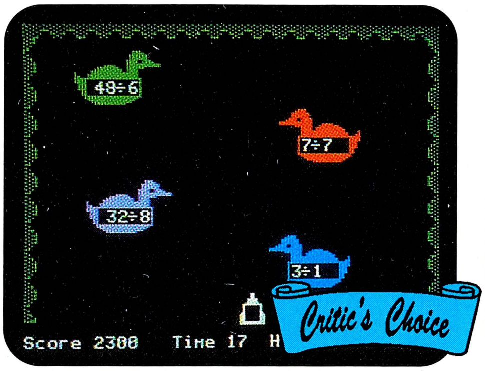
UNDERSTANDING MULTIPLICATION

Grades: 2 - 6

The first disk begins with simple dot counting. Geometric "dot-figures" are used as prompts. The triangle is used for three, the square for four, the "pentadot" for five and domino formats for the higher numbers. The student moves step by step, starting with successive addition, then moving to additon of patterns and finally working with the multiplication equation.

Requires 64K.

H-0549B-AP 5.25" disk w/backup.	$79.95
H-0549L-AP Lab pack of 5.	199.95
H-0549B-AP3 3.5" disk w/backup.	$79.95
H-0549L-AP3 Lab pack of 5.	199.95



DIVISION SHOOTING GALLERY

Grades: 2 - 6

Ducks containing division fact problems move across the screen in a shooting gallery format. Correct answers allow the student to shoot down the ducks. Difficulty levels range from dividing by 1 to dividing by 9. Three review levels are also included. Requires 64K.

G-121B-AP 5.25" w/backup.	$59.95
G-121L-AP Lab pack of10.	$179.95
G-121B-AP3 3.5" w/backup.	$59.95
G-121L-AP3 Lab pack of 10.	$179.95

DIVISION ESTIMATION

Grades: 3 - 6

Division Estimation is composed of nine levels that develop a quantitative sense for multi-digit division. Students learn to do division exercises by making multiplication trial tables before they are taught the long division operation. students can work alone or in pairs, competing against each other to make the shortest trial tables. complete record keeping is built-in. A graph shows how a student's trial-table record has improved. The graphs act as an added incentive to the student. Requires 48K.

H-1002B-AP 5.25" disk w/backup.	$59.95
H-1002L-AP Lab pack of 5.	$99.95
H-1002B-AP3 3.5" disk w/backup.	$59.95
H-1002L-AP3 Lab pack of 5.	$99.95

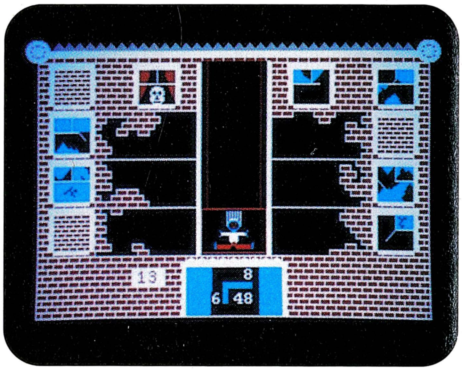
MULTIPLICATION/DIVISION

Grades: 3 - 8

This program is divided into five different activities to help reinforce basic skills of multiplication and division.The five different sections are *Basic Multiplication Facts, Basic Division facts, Multiplication Problems, Division Problems, Multiplication and Division Problems.*

Students are introduced to the concepts of multiplication and division and work with up to six digit numbers. Students are able to benefit from the practice and repetition of the problems presented. Requires 48K.

NSP-2027-AP 5.25" disk only.	$19.95
NSP-2027L-AP Lab pack of 5.	$59.00

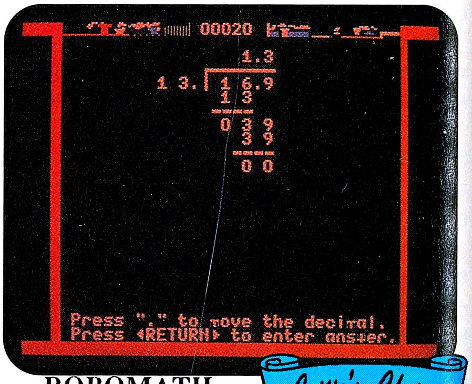


LEARNING DIVISION

Grades: 4 - 8

This program provides students with the understanding and skills necessary to divide. Survey and diagnostic tests are used to develop an individualized program for each student. Deficiencies are then remedied through a carefully designed approach incorporating the critical educational balance between conceptual development and practice or drill. Requires 64K.

CCM-1030-AP 5.25" disk only.	$69.95
CCM-1030L-AP Lab pack of 10.	$345.00



```
Press "." to move the decimal.
Press <RETURN> to enter answer.
```

ROBOMATH

Critic's Choice

Grades: 3 - 8

Arcade action inspires robo-mathematicians to practice multiplication and division as they close down trashbot factories. Students use the screen to work out problems on screen using step-by-step screen prompts, or opt for the quick answer method.

Apple Requires 48K

MDP-0700-AP 5.25" disk.	$49.99
MDP-0700L-AP Lab pack of 6.	$129.00
MDP-0700-AP3 3.5" disk.	$49.99
MDP-0700L-AP3 Lab pack of 6.	$129.00

Macintosh Plus, SE Requires 512K

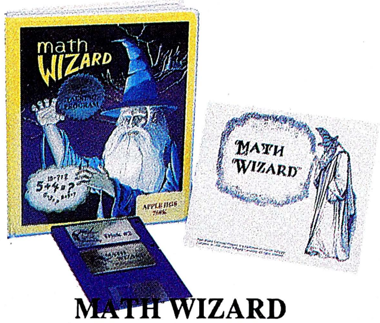
MDP-0702-MAC 3.5" disk.	$49.99
MDP-0702L-MAC Lab pack of 6.	$129.00

MATH ROCK COUNTDOWN

Grades: 3 - 6

Anna and Louis, math trivia contest winners, attend the taping of "*Math Rock Countdown*", America's top-rated new music show. Join K.C. Greasum, roving reporter Todd Toady, zany producer Sterling Pinchpenny, and a whole cast of live entertainers in a musical countdown that will improve everyone's multiplication and division skills.

V53-002-VHS 50 minutes.	$24.95



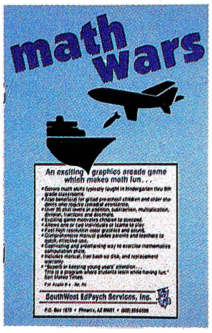
MATH WIZARD

Grades: K - 8

Specifically designed to take advantage of Apple IIGS graphics, mouse interface, and speech capability, *Math Wizard* talks to the students. Four math games for 1 or 2 players featuring multiple operations, time option, multiple difficulty levels and word problems with hints and explanations. Skills develop adding, subtracting, multiplying, and dividing. Requires 768K.

UN-015B-GS 3.5" disk, w/backup **$49.95**
UN-015L-GS Lab pack of 5. .... **$169.95**

MATH WARS


math wars
An exciting graphics arcade game which makes math fun...
SouthWest EdPsych Services, Inc.

Grades: K - 9

This program covers over 35 skill levels in addition, subtraction, multiplication, division, fractions and decimals. Using fast high resolution color graphics and sound this exciting game motivates children to succeed. It also allows 1 or 2 individuals or teams to play. Requires 48K.

SEP-01B-0AP 5.25" disk, w/backup. **$39.95**
SEP-01L-AP Lab pack of 5. .... **$119.95**
SEP-01B-0AP3 3.5" disk, w/backup. **$39.95**
SEP-01L-AP3 Lab pack of 5. .... **$119.95**

NUMBER FACTS

Grades: 1 - 6

Students choose from four lessons: Addition, Subtraction, Multiplication and Division. Within each lesson students may choose to practice one of several levels. In Multiplication, students may choose to practice with only a single multiplicand from 0-12, or with multiplicands ranging from 0-5, 6-9, 0-9, or 0-12. In Division, students may choose to practice with only a single divisor from 1-12, or with divisors from 1-5, 6-9, 10-12, 1-9, or 1-12. The number of problems in a run may be set by the teacher. After three errors, the computer displays the proper response. Requires 64K.

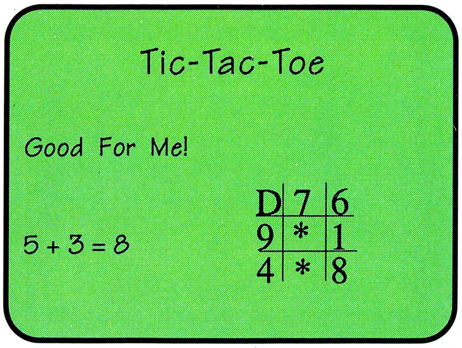
G-115B-AP 5.25" disk w/backup. **$59.95**
G-115L-AP Lab pack of 10. .... **$179.95**
G-115B-AP3 3.5" disk w/backup. **$59.95**
G-115L-AP3 Lab pack of 10. .... **$179.95**

NUMBER ROUND UP

Grades: 4 - 8

Number round Up contains 5 different learning activities to help students with rounding and estimating. The five activies are: Rounding Whole Numbers, Estimating Addition and Subtraction Problems, Estimating Multiplication, Estimating Answers for Division, Rounding Decimal Numbers. Requires 48K.

NSP-2028-AP 5.25" disk only. **$19.95**


Tic-Tac-Toe

Good For Me!

5 + 3 = 8

BASIC MATH FACTS AND GAMES

Critic's Choice

Grades: 1 - 4

Four fun-to-play games give youngsters lots of practice in basic math facts. Easy-to-use program complements any basic math program. Games playable at four levels of difficulty in seven different operations: addition; subtraction; addition/subtraction; multiplication; division; multiplication/division; addition/ subtraction/multiplication/division

Immediate correction and feedback in all games for individualized help. Requires 64K.

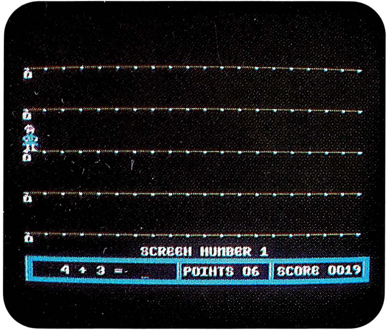
RH-230393-AP 5.25" disk only. **$49.95**

MULTIPLOY

Grades: 1 - 6

The student selects from basic operations: addition, subtraction, multiplication, and division, and must shoot down the problem ships by answering problems properly within the allotted time. Speed of problem, space ships and difficulty levels (6) are variable. Requires 48K.

KM-5017-AP 5.25" disk only. **$39.95**
KM-5017L-AP Lab pack of 10. .... **$119.85**

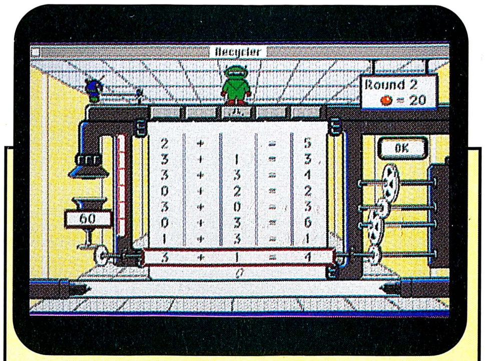


FAY: THAT MATH WOMAN

Grades: 1 - 3

When a student answers 6 to the equation 4 + 2, a box appears under the correct answer. Fay walks 4 steps, pauses, walks 2 more steps, jumps for joy and rides an elevator up. If the student's answer had been 8, Fay would walk past the box to the number 8. In this way, Fay shows the student why they were right - or wrong. For multiplication or division, Fay takes a series of leaps to reinforce the concept of groups of equal numbers. Fay always shows how to arrive at the correct answer. Requires 48K.

DT-02-AP 5.25" disk, 48K. **$49.95**
DT-02L-AP Lab pack of 5. .... **$99.90**
DT-02-AP3 3.5" disk, 48K. **$49.95**
DT-02L-AP3 Lab pack of 5. .... **$99.90**



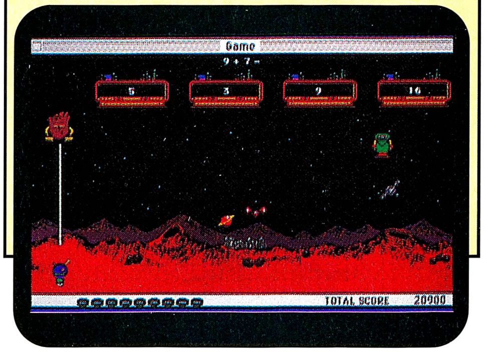
NEW MATH BLASTER PLUS

Grades: 1 - 6

New Math Blaster Plus offers practice in problem-solving and basic math skills in four all-new activities. The next generation of blasternauts are on the launch pad and preparing for blast off! *New Math Blaster Plus* rockets into a new dimension with cosmic new activities and graphics, including an arcade style game which is out of this world. It covers addition, subtraction, multiplication, division, fractions, decimals, percents and teaches over 750 math facts and problem-solving skills.

Macintosh Requires 1MB
DA-403-MAC. **$41.50**
DA-403L-MAC Lab pack of 5. .... **$144.50**

Math Blaster Plus for the Apple II family
Requires 128K
DA-402-AP 5.25" disk. **$27.95**
DA-402L-AP Lab pack of 5. .... **$129.95**
DA-402-AP3 3.5" disk. **$37.95**
DA-402L-AP3 Lab pack of 5. .... **$139.95**



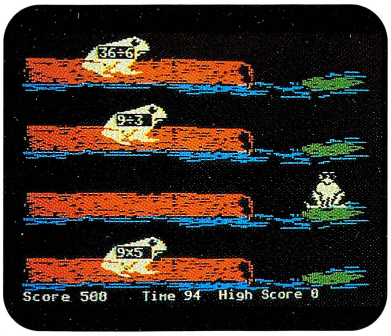
MATH SHOP

Critic's Choice

Grades: 5 - Up

The Math Mall is busy, and all 10 shops need your assistance. Use percentages to help out at the pharmacy, fractions at the donut shop, addition and subtraction at the grocery, and equations loving skills in the repair shop. Each store features a different set of problems to solve - and more finicky customers to serve. In Math shop the challenges never stop. Start with the "One Shop" game to practice one set of math skills. Then move up to the "All Shops" game, where you'll work against the clock in all 10 stores. Keep the customers happy, and you may earn the right to place you name on the "Top Employees" honor roll. It's rewarding: wrong answers get helpful cues, and high scores make students "top employees". Requires 64K

NSP-2042-AP 5.25" disk only. **$49.95**



MATH LEAP FROG

Critic's Choice

Grades: 1 - 6

Frogs containing addition, subtraction, multiplication, and division fact problems leap along the logs toward the lily pads. Answering problems correctly allows the frogs to leap over the water onto the lily pads. The choices of difficulty levels for addition and subtraction are: sums to 6 and subtracting from 6 or less, sums to 10 and subtracting from 10 or less, sums to 12 and subtracting from 12 or less, and sums to 18 and subtracting from 18 or less. Difficulty levels for multiplication and division are a single multiplicand/divisor from 0 to 9, or groups of multiplicands/divisors as follows: 0-5, 6-9, and 0-9. Requires 64K.

G-134B-AP 5.25" disk w/backup. **$59.95**
G-134L-AP Lab pack of 10. .... **$179.95**
G-134B-AP3 3.5" disk w/backup. **$59.95**
G-134L-AP3 Lab pack of 10. .... **$179.95**

RACE CAR 'RITHMETIC

Grades: 1 & up

This is an interactive math game that 1 to 4 racers can play together. Each racer can select his own basic math function (addition, subtraction, multiplication, division or a variety), difficulty level and time option, in a race to the finish line. Better answer correctly, or you'll be forced to make pit stops. The superb graphic and music in *Race Car 'Rithmetic* makes for hours upon hours of education fun. As a special motivational reward, for score of 90% or above, the racers will have the chance to play the exciting high-speed *Race Car* game. Requires 48K.

UN-006B-AP 5.25" disk only, w/backup. **$49.95**
UN-006L-AP Lab pack of 5. .... **$89.95**

VIDEO

VIDEO FLASH CARD PROGRAMS

Ideal for any size group. The innovative multi-modality approach allows students an unlimited opportunity to practice essential facts in an organized manner. Students *hear* facts as well as *say* them and *write* them down. Students enjoy the interactive format. Each program is divided into 20 lessons, each approximately 5 minutes in length.

- Short sequential video lessons
- Laminated worksheet
- Reproducible review charts
- Teaching guide
- Appropriate for all ages
- Comprehensive Video Fact Review
- Durable storage case

V51-148-VHS Addition, 95 minutes. **$69.95**
V51-149-VHS Subtraction, 95 minutes. **$69.95**
V51-150-VHS Multiplication, 95 minutes. **$69.95**

GETTING THE BASICS

TIMES TABLES

Grades: 2 - 5

The multiplication tables; select your own multiplier. The student is given ten multiplication problems using his/her chosen multiplier and multiplicands one through ten. The problems are presented simultaneously in three different formats: vertical, horizontal, and in table form. Requires 48K.

NTS-041-AP 5.25" disk only. **$30.00**
NTS-041L-AP Lab pack of 5. .... **$59.00**

DIVISION PRACTICE

Grades: 2 - 5

The student may choose a divisor with which to work, or he/she may type "0" to be given a random selection of divisors. He then is given a set of ten problems presented both horizontally and with the radical.

Requires 48K

NTS-042-AP 5.25" disk only. **$30.00**
NTS-042L-AP Lab pack of 5. .... **$59.00**

PLACES EVERYONE!

Grades: 2 - 5

This program deals with the identification of place value, and translating words to digits. One section asks the student to identify the place value of a particular digit in a number up to 99,999. The other section presents numbers in verbal form and asks the student to type the equivalent number complete with columns. Requires 48K.

NTS-043-AP 5.25" disk only. **$30.00**
NTS-043L-AP Lab pack of 5. .... **$59.00**

FASTMATH II

Grades: 2 - 5

This program presents problems alternately to two students in a game format. While one student is answering , the other is accumulating points at a rapid pace. Since the first student to reach 1000 points "wins the game", and incorrect answers are penalized by five points, in encourages quick, accurate answers.

Requires 48K.

NTS-044-AP 5.25" disk only. **$30.00**
NTS-044L-AP Lab pack of 5. .... **$59.00**

PIG

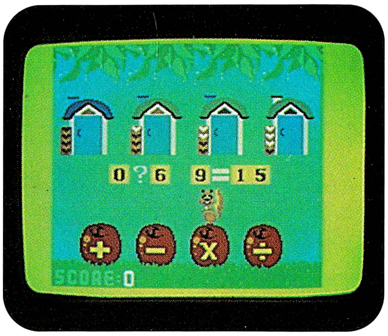
Grades: 2 - 5

Two or more students compete to reach 100 points. On each player's turn, he/she may roll or pass the dice. Points scored by the numbers rolled on the dice. However, if one is rolled, the player loses the points for that turn. Double ones sends his score back to zero. Requires 48K.

NTS-045-AP 5.25" disk only. **$30.00**
NTS-045L-AP Lab pack of 5. .... **$59.00**

COMPLETE STARTING OUT, SET I

NTS-040-AP 5.25" disks only. **$125.00**
NTS-040L-AP Lab packs of 5. .... **$250.00**

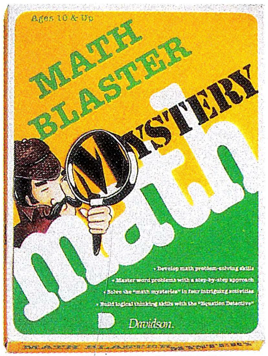


MATH IN A NUTSHELL

Grades: 3 - 6

Challenge: Our squirrel knows math is a hard nut to crack. That's why he'll help you choose the correct combinations of arithmetic operations to solve problems at three different levels of difficulty. Skill areas: Develops counting and addition, subtraction, multiplication, and division of single digit numbers. Requires 48K.

MR-7124-AP 5.25" disk only. **$19.95**



MATH BLASTER MYSTERY

Grades: 5 - adult

This program helps develop inductive and deductive reasoning through solving word problems. You are able to develop logic and problem-solving strategies, including guessing and checking, working backwards, identifying relevent and irrelevant information, and making sense of ambiguous situations.

Apple Requires 48K

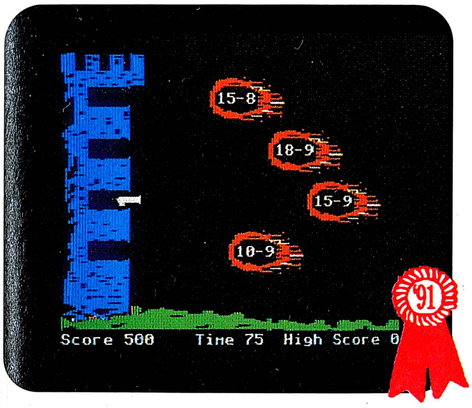
DA-4582-AP 5.25" disk. **$59.95**
DA-4582L-AP Lab pack of 5. .... **$149.95**
DA-4582-AP3 3.5" disk. **$59.95**
DA-4582L-AP3 Lab pack of 5. .... **$149.95**

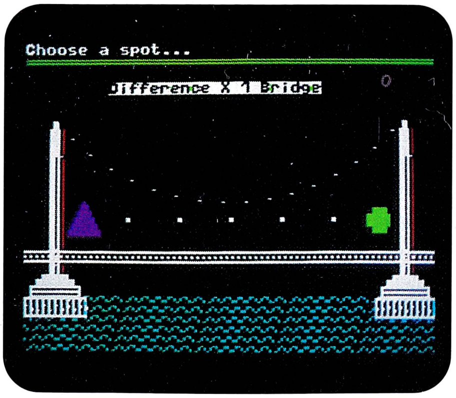
Macintosh Requires 128K

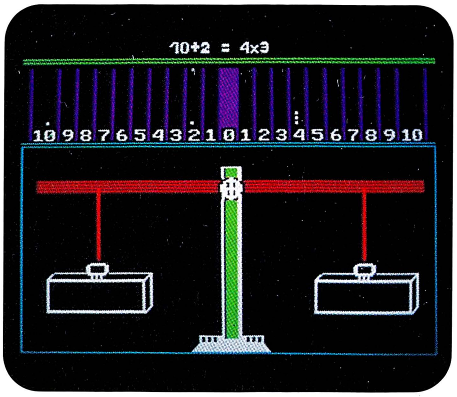
DA-4582-MAC 3.5" disk. **$69.95**
DA-4582L-MAC Lab pack of 5. .... **$179.95**

Workbooks $4.95 each

Grade 1, Addition. **DA-204-WB**
Grade 1, Subtraction. **DA-205-WB**
Grade 1, Addition/Subtraction. **DA-206-WB**
Grade 2, Addition. **DA-210-WB**
Grade 2, Subtraction. **DA-211-WB**
Grade 2, Addition/Subtraction. **DA-212-WB**
Grade 3, Multiplication. **DA-216-WB**
Grade 3, Division. **DA-217-WB**
Grade 3, Multiplication/Division. **DA-218-WB**
Grade 4, Multiplication. **DA-222-WB**
Grade 4, Division. **DA-223-WB**
Grade 4, Multiplication/Division. **DA-224-WB**







HANDS ON MATH: VOLUME 1

Grades: K - 7

Hands-On Math: Volume 1 simulates the use of six manipualtive deivces. For each device a Playground provides the student with an opportunity to freely explore and discover important mathematical concepts and exercises reinforce essential concepts. Teachers can use the Playground to present mathematical ideas. Many suggestions are included in the teacher's guide which also includes activity pages for each manipulative and examples of engaging learning tasks that students can become involved with using the program.

Apple Requires 64K

VT-29-AP 5.25" disk.	**$59.95**
VT-29L-AP Lab pack of 10.	**$149.95**
VT-29-AP3 3.5" disk.	**$59.95**
VT-29L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 1MB

VT-30-MAC 3.5" disk.	**$49.95**
VT-30L-MAC Lab pack of 10.	**$149.95**

HANDS ON MATH: VOLUME 2

Grades: K - 7

Hands-On Math: Volume 2 simulates the use of five manipulative devices: two color contours, color tiles, mirrors, attribute blocks and base ten blocks. The active learning program provides students with an opportunity to investigate a variety of important mathematical ideas. In addition to the exploratory environments, interactive drill and practice type programs reinforce learning and measure progress.

Apple 64K

VT-30-AP 5.25" disk.	**$59.95**
VT-30L-AP Lab pack of 10.	**$149.95**
VT-30-AP3 3.5" disk.	**$59.95**
VT-30L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 1MB

VT-30-MAC 3.5" disk.	**$59.95**
VT-30L-MAC Lab pack of 10.	**$149.95**

HANDS ON MATH: VOLUME 3

Grades: K - 8

Hands On Math: Volume 3 focuses on the use of six math instructional techniques, a hundreds chart, graphing activities, a number balance, dominoes, line design and fraction bars. The *Playground* for each technique allows the student to explore and discover math concepts. The *Exercises* are aimed at providing the student with specific activities to practice working with concepts and to help in mastering objectives.

Apple Requires 64K.

VT-31-AP 5.25" disk.	**$59.95**
VT-31L-AP Lab pack of 10.	**$149.95**
VT-31-AP3 3.5" disk.	**$59.95**
VT-31L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 1MB

VT-31-MAC 3.5" disk.	**$59.95**
VT-31L-MAC Lab pack of 10.	**$149.95**

HANDS-ON MATH MODULES

Grades: 1 - 6

NEW
'92 RELEASE

The *Hands-On Math* Series simulates 17 different manipulatives. These versatile educational programs are now available as separate modules. Each module consists of a *Playground* and one or more exercises. The *Playground* provides an interactive learning environment where math concepts can be discovered and explored. The exercises provide practice to help develop skills. Products include teacher's guide and reproducible worksheets.

Requires 128K.

Exploring with Rods

VT-60-AP 5.25" disk.	**$29.95**
VT-60-AP3 3.5" disk.	**$29.95**

Problem Solving with Number Tiles

VT-61-AP 5.25" disk.	**$29.95**
VT-61-AP3 3.5" disk.	**$29.95**

Building Math Concepts with Counters

VT-62-AP 5.25" disk.	**$29.95**
VT-62-AP3 3.5" disk.	**$29.95**

Understanding Place Value using Chip Trading

VT-63-AP 5.25" disk.	**$29.95**
VT-63-AP3 3.5" disk.	**$29.95**

Geometry on a Geoboard

VT-64-AP 5.25" disk.	**$29.95**
VT-64-AP3 3.5" disk.	**$29.95**

Tangram Puzzles and Problems Solving

VT-65-AP 5.25" disk.	**$29.95**
VT-65-AP3 3.5" disk.	**$29.95**

Activities with Two Color Tiles

VT-66-AP 5.25" disk.	**$29.95**
VT-66-AP3 3.5" disk.	**$29.95**

Investigating Symmetry with Color Tiles

VT-67-AP 5.25" disk.	**$29.95**
VT-67-AP3 3.5" disk.	**$29.95**

Investigating Symmetry with Mirrors

VT-68-AP 5.25" disk.	**$29.95**
VT-68-AP3 3.5" disk.	**$29.95**

Developing Logical Thinking Skills using Attribute Blocks

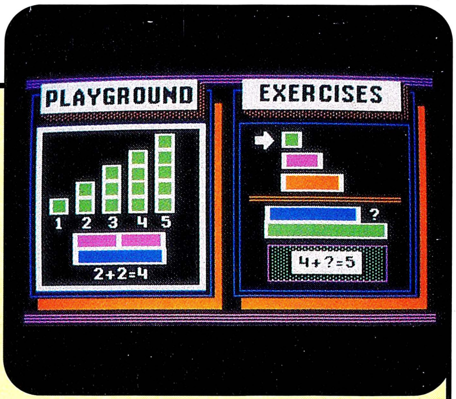
VT-69-AP 5.25" disk.	**$29.95**
VT-69-AP3 3.5" disk.	**$29.95**

Understanding Place Value using Base Ten Blocks

VT-70-AP 5.25" disk.	**$29.95**
VT-70-AP3 3.5" disk.	**$29.95**

Number Theory and Other Activities with a Hundreds Chart

VT-71-AP 5.25" disk.	**$29.95**
VT-71-AP3 3.5" disk.	**$29.95**



Representing Data with a Graph

VT-72-AP 5.25" disk.	**$29.95**
VT-72-AP3 3.5" disk.	**$29.95**

Line Design Activities

VT-73-AP 5.25" disk.	**$29.95**
VT-73-AP3 3.5" disk.	**$29.95**

Developing Fraction Concepts with Fraction Bars

VT-74-AP 5.25" disk.	**$29.95**
VT-74-AP3 3.5" disk.	**$29.95**

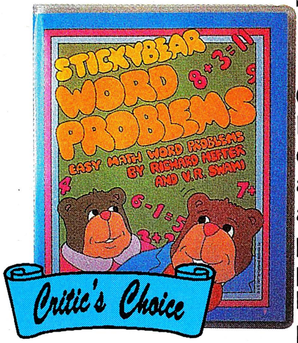
Introduction to Equations using a Number Balance

VT-75-AP 5.25" disk.	**$29.95**
VT-75-AP3 3.5" disk.	**$29.95**

Problem Solving with Dominoes

VT-76-AP 5.25" disk.	**$29.95**
VT-76-AP3 3.5" disk.	**$29.95**

Lab packs of 10 Available for $119.95. To order please use the following format. VT-##L-AP(3)



STICKYBEAR WORD PROBLEMS

Grades: 2 & up

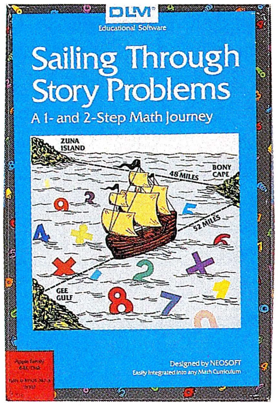
Hundreds of different word problems are stored on disk and teachers or parents can expand the program by adding their own problems.

Other special features include:

- Adjustable levels of difficulty
- Colorful graphics after each correct answer
- Report card option

Print option to print out practice problems. Requires 64K.

XR-0114-AP 5.25" disk.	**$49.95**
XR-0114L-AP Lab pack of 6.	**$119.95**
XR-0114-AP3 3.5" disk.	**$49.95**
XR-0114L-AP3 Lab pack of 6.	**$119.95**


DLM
Educational Software
Sailing Through Story Problems
A 1- and 2-Step Math Journey
ZUNA ISLAND
BONY CAPE
48 MILES
52 MILES
GEE GULF
Designed by NEOSOFT
Easily Integrated into any Math Curriculum

SAILING THROUGH STORY PROBLEMS: A ONE- AND TWO-STEP MATH JOURNEY

Grades: 3 - 6

Designed around a pirate theme, this program offers a variety of problems, including practice in reading maps and charts and in working with money. The two disk program has twelve content levels:

- find information
- use subtraction
- use division
- 2-question problems
- add first
- divide first
- use addition
- use multiplication
- choose operation
- multiply first
- subtract first
- choose operations

Students will enjoy the program's graphics as they work to accumulate gold coins and ultimately become the captain of their own pirate ship. The program assists students by: • prompting to assign labels, reinforcing that labels are a necessary part of each answer • offering a branching feature that 1) Allows students to progress automatically to a higher level, 2) Keeps them at the current level, or 3) Returns them to a lower level, depending on the percentage of correct answers given. Requires 64K.

DLM-16707-AP 5.25" disk.	**$49.00**
DLM-16707L-AP Lab pack of 5.	**$115.00**

FRACTIONS & DECIMALS: MATH WORD PROBLEMS

Grades: 2 & up

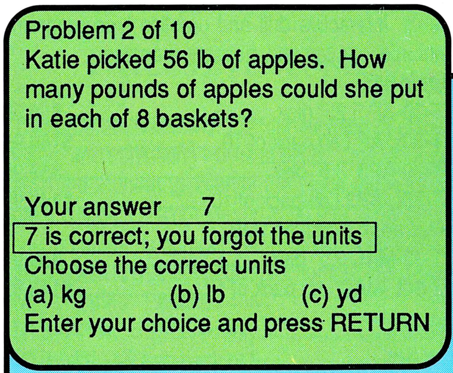
This is a uniquely flexible program designed to enhance deductive reasoning and build arithmetic skills in an area that students often find difficult to master. Hundreds of word problems with thousands of possible variables are divided into 25 different skill levels, each featuring the practice and mastery of a specific type of program.

Fractions & Decimals: Math Word Problems is designed to be flexible so that it may be used effectively for different students with varying skill levels. Among the many options by which teachers and parents may customize the program are: The program may be set to present problems using fractions and decimals, or fractions or decimals alone. The number of attempts the program will allow students to solve problems may be varied for individual students as well as the number of tries at solving previously incorrect problems before advancement to the next level of difficulty. Teachers and parents may select the starting level of difficulty on an individual basis. The program can be customized to require that students present fraction answers in lowest terms.

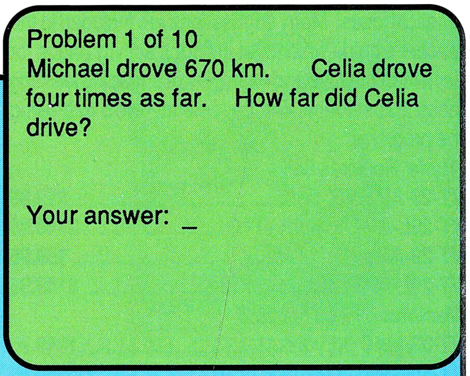
An additional level allows teachers the opportunity to add up to 25 original problems and change them as often as they wish.

The Report Card option of the program keeps track of the names, levels reached, scores, and types of problems assigned for up to 40 students. Names may be added or deleted at any time. All instructions and answers are entered through the keyboard. Requires 48K.

XR-9630-AP 5.25" disk.	**$49.95**
XR-9630L-AP Lab pack of 6.	**$119.00**
XR-9630-AP3 3.5" disk.	**$49.95**
XR-9630L-AP3 Lab pack of 6.	**$119.00**



```
Problem 2 of 10
Katie picked 56 lb of apples.  How
many pounds of apples could she put
in each of 8 baskets?


Your answer      7
7 is correct; you forgot the units
Choose the correct units
(a) kg          (b) lb          (c) yd
Enter your choice and press RETURN
```



```
Problem 1 of 10
Michael drove 670 km.    Celia drove
four times as far.   How far did Celia
drive?


Your answer: _
```

WORD PROBLEMS

Grades: 3 -10

The first disks in this series develop prerequisite skills and include lessons on choosing the correct operation and identifying reasonable answers. They also provide sequential drill in actually solving word problems. Problems are randomly generated to prevent boredom or memorization of answers. Students receive help after errors. At the end of each run, those who have scored a certain percent may play an arcade style game. You may set the number of problems in a run, and choose the percent required to play the game. The student management system records up to 200 names, the lessons completed, and the scores.

WORD PROBLEMS: LEVEL A

Grades 3 - 4

The four lessons on Disk 1 use a simplified sentence format. Disk 1 lessons are: Choose the operation: add/subtract; Choose the operation: multiply/divide; Choose the operation: review, and; Choose the reasonable answer. Disk 2 has three lessons: 1-step problems: add/subtract; 1-step problems: multiply/divide, and; 1-step problems: All operations. Requires 64K.

G-149B-AP 5.25" w/backup.	**$104.95**
G-149L-AP Lab pack of 10.	**$349.90**
G-149B-AP3 3.5" w/backup.	**$104.95**
G-149L-AP3 Lab pack of 10.	**$349.90**

WORD PROBLEMS: LEVEL B

Grades: 5 - 6

Disk 1 has five lessons: Choose the operation: add/subtract; Choose the operation: multiply/divide; Choose the operation: review; Choose the reasonable answer, and; Identify missing information. Disk 2 has four lessons: 1-step problems: add/subtract; 1-step problems: multiply/divide; 1-step problems: All operations, and; 2-step problems: All operations. Requires 64K.

G-150B-AP 5.25" w/backup.	**$104.95**
G-150L-AP Lab pack of 10.	**$349.90**
G-150B-AP3 3.5" w/backup.	**$104.95**
G-150L-AP3 Lab pack of 10.	**$349.90**

WORD PROBLEMS: LEVEL C

Grades: 7 - 8

Disk 1 has three lessons: Choose the operation: add, subtract, multiply, divide; Choose the reasonable answer, and; Identify too much or too little information.

Disk 2 has four lessons: 1-step problems: add/subtract; 1-step problems: multiply/divide; 1-step problems: all operations, and; 2-step problems: all operations. Requires 64K.

G-151B-AP 5.25" w/backup.	**$104.95**
G-151L-AP Lab pack of 10.	**$349.90**
G-151B-AP3 3.5" w/backup.	**$104.95**
G-151L-AP3 Lab pack of 10.	**$349.90**

MATH THOUGHT PROBLEMS GENERATOR

Grades: 1 - 12

Stimulate critical thinking and create an unlimited number of word problem worksheets at the press of a key. Addition, subtraction, multiplication, and division are presented at selected levels of difficulty. BONUS! Your students names appear in each of the thought problems. Names are stored on the disk and need to be typed in only once. Requires 48K.

FLS-1000-AP 5.25" disk only, w/backup.	**$59.95**

MATH WORD PROBLEMS

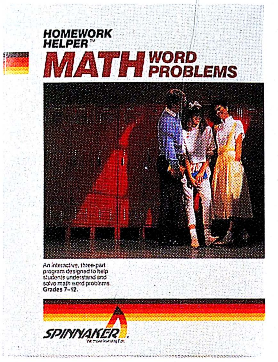
Critic's Choice

Grades: 3 & up

Teachers and parents can select addition, subtraction, multiplication and division word problems - and adjust the program to match student progress. An on-screen calculator option is a special features. Program highlights the correct steps when the problem is answered incorrectly. Teachers and parents may enter their own problems, print out problems for practice sessions or test masters, and keep reports on up to 40 students. Requires 128K.

XR-1250-AP 5.25" disk.	**$49.95**
XR-1250L-AP Lab pack of 6.	**$119.95**
XR-1250-AP3 3.5" disk.	**$49.95**
XR-1250L-AP3 Lab pack of 6.	**$119.95**

HOMEWORK HELPER MATH WORD PROBLEMS


HOMEWORK HELPER™
MATH WORD PROBLEMS
An interactive, three-part program designed to help students understand and solve math word problems. Grades 7-12.
SPINNAKER

Grades: 7 - 12

Homework Helper Math Word Problems has three parts. The first is a tutorial segment, where you'll learn about the five basic categories of word problems and how to translate each of them into equations. In the second part, you'll use the methods you've learned to solve problems supplied by the program, while in part three the program will help you solve your own homework problems and print out the steps of the solution process. Requires 128K.

NSP-2040-AP 5.25" disk.	**$49.95**
NSP-2040L-AP Lab pack of 5.	**$99.00**
NSP-2040-AP3 3.5" disk.	**$49.95**
NSP-2040L-AP3 Lab pack of 5.	**$99.00**

VIDEO TUTOR'S BASIC WORD PROBLEMS

Grades: 5 - 9

Usint the "Electronic Chalkboard", the instructor guides students through solving a number of word problems. Student Workbook included.

V12-205-VHS 63 minutes.	**$29.95**

THE MATH SERIES
MATH 1: THE MECHANICS OF WORD PROBLEMS

Grades: 3 - 6

This program introduces the six step method for solving arithmetic word problems using addition, subtraction, multiplication, and division. Combinations of words and numbers through 12 are randomly displayed to present an almost infinite number of word problems. Learners find out how to look for "key" or "clue" words that identify the type of math operation to use. Finally, an interactive game is presented to motivate and reinforce the skills used to solve word problems. The game is animated, interactive simulation of the popular "four-square" playground games.

Apple Requires 64K

DDC-401-AP 5.25" disk.	**$39.95**
DDC-401L-AP Lab pack of 5.	**$99.95**
DDC-401-AP3 3.5" disk.	**$39.95**
DDC-401L-AP3 Lab pack of 5.	**$99.95**

Macintosh Requires 64K

DDC-401-MAC 3.5" disk.	**$39.95**
DDC-401L-MAC Lab pack of 5.	**$99.95**

MATH 2: WORD PROBLEMS

Grades: 3 - up

Math 2 presents arithmetic more word problems using numbers 1 through 999,999 with an expanded list of key words for addition, subtraction, multiplication and division. Extraneous information is added to these word problems to help the learner develop analytical skills. A record-keeping module tracks the learner's work. The learner can be paced through the six-step method or can immediately begin solving problems.

Apple Requires 64K

DDC-402-AP 5.25" disk.	**$39.95**
DDC-402L-AP Lab pack of 5.	**$99.95**
DDC-402-AP3 3.5" disk.	**$39.95**
DDC-402L-AP3 Lab pack of 5.	**$99.95**

Macintosh Requires64K

DDC-402-MAC 3.5" disk.	**$39.95**
DDC-402L-MAC Lab pack of 5.	**$99.95**

MATH 3: ADVANCED WORD PROBLEMS: THE MATH TWISTER

Grades: 3 - Adult

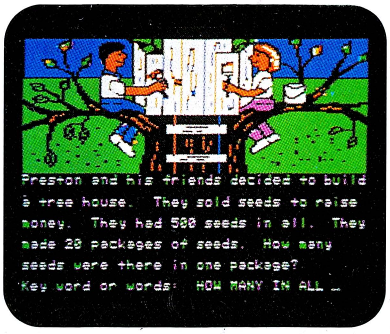
This is a serious game designed to encourage continued practice in solving arithmetic word problems. Moving through a graphically illustrated maze, various obstacles can only be eliminated by solving word problems. The *Math Twister* game competes with the learner, attempting to destroy valuable historical inventions the learner tries to save. Randomly generated numbers ranging from 1 to 99,999 appear as 104 different questions, giving the learner 150 billion possible number combinations.

Apple Requires 64K

DDC-403-AP 5.25" disk.	**$39.95**
DDC-403L-AP Lab pack of 5.	**$99.95**
DDC-403-AP3 3.5" disk.	**$39.95**
DDC-403L-AP3 Lab pack of 5.	**$99.95**

Macintosh Requires 64K

DDC-403-MAC 3.5" disk.	**$39.95**
DDC-403L-MAC Lab pack of 5.	**$99.95**



```
Preston and his friends decided to build
a tree house.  They sold seeds to raise
money.  They had 500 seeds in all.  They
made 20 packages of seeds.  How many
seeds were there in one package?
Key word or words:  HOW MANY IN ALL _
```

MATH STORY SOLVERS

Grades: 4 - 8

This program is designed to give children confidence-building experience. It helps students get into the habit of asking purposeful questions as a beginning to solving word problems - to analyze, articulate, and think through solutions. 9 disk and teacher's guide.

Blue Level: Identifying words that signal which operation to use. Requires 48K.

DC-211-AP 5.25" disk only.	**$89.00**
DC-211L-AP Lab pack of 10.	**$267.00**

Green Level: "Picturing" word problems, i.e. solving with the help of pictures and diagrams. Requires 48K.

DC-212-AP 5.25" disk only.	**$89.00**
DC-212L-AP Lab pack of 10.	**$267.00**

Red Level: Solving 2-step problems, deciding relative importance of known facts, keeping track of intermediate answers, searching paragraphs and tables for answers. Requires 48K.

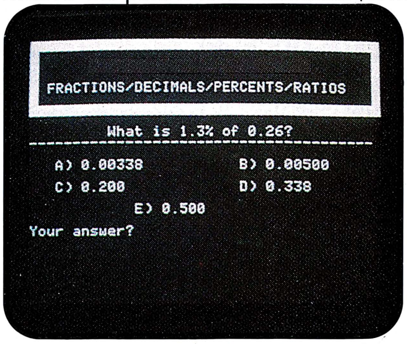
DC-213-AP 5.25" disk only.	**$89.00**
DC-213L-AP Lab pack of 10.	**$267.00**

Orange Level: Word problems solvable in more than one way, problems involving fractions, decimals, percentages, discounts, interest, and installment buying. Requires 48K.

DC-214-AP 5.25" disk only.	**$89.00**
DC-214L-AP Lab pack of 10.	**$267.00**

Complete set: All four levels of difficulty, 9 disks and Teacher's Notebook.

DC-210-AP 5.25" disk only.	**$299.95**
DC-210L-AP Lab pack of 10.	**$895.00**



```
FRACTIONS/DECIMALS/PERCENTS/RATIOS

        What is 1.3% of 0.26?

  A) 0.00338            B) 0.00500
  C) 0.200              D) 0.338
             E) 0.500
Your answer?
```

MATH WORD PROBLEMS

Grades: 6 - 11

This program includes 4 learning sections: 1) Fractions, Decimals, Percents, Ratio; 2) Area, Perimeter, and Volume; 3) Algebra Problems using Points and Lines; 4) Series, Averages, Integers, and Estimation This program aids students in these four categories by reviewing the topics and aiding the student in solving the given problems for each category. Requires 48K.

NSP-2017-AP 5.25" disk only.	**$19.95**

THE MATH MACHINE

the math machine
Kid-tested, inexpensive, effective instructional software to improve math skills. . .
For the Apple II+, IIe, IIc
SouthWest EdPsych Services, Inc.

Grades: K - 6

This step by step approach individualizes lessons to meet each child's needs. Special tutorial manual presents step by step instructional methods for teaching math skills and unique computer-assisted testing component permits accurate diagnosis of students' math skills. The innovative reinforcement system motivates children to succeed.

- Beneficial for gifted pre-school children and older students who require remedial or special education assistance
- Record keeping system allows progress reviews
- Immediate feedback helps children learn without errors
- Includes free backup diskette, comprehensive manual, instructional objectives, student record forms and 1 year replacement warranty
- 19 skill levels in pre-math
- 23 skill levels in subtraction
- 23 skill levels in division
- 29 skill levels in addition
- 17 skill levels in multiplication

Requires 48K

SEP-06B-1AP 5.25" disk, w/backup.	$69.95
SEP-06L-AP Lab pack of 5.	$149.95
SEP-06B-1AP3 3.5" disk. w/backup.	$69.95
SEP-06L-AP3 Lab pack of 5.	$149.95

MATH MASTERS

Grades: 1 - 6

Covering basic operations for all numbers from 0 to 25, these two programs generate printed worksheets for class or homework and adjust work specifically to student needs. Requires 64K.

Addition & Subtraction

DLM-16714-AP 5.25" disk.	$49.95
DLM-16714L-AP Lab pack of 5.	$129.00
DLM-16714-AP3 3.5" disk.	$49.95
DLM-16714L-AP3 Lab pack of 5.	$129.00

Multiplication & Division

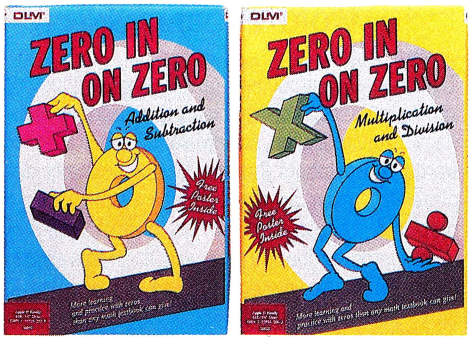
DLM-16713-AP 5.25" disk.	$49.95
DLM-16713L-AP Lab pack of 5.	$129.00
DLM-16713-AP3 3.5" disk.	$49.95
DLM-16713L-AP3 Lab pack of 5.	$129.00

MATH CONCEPTS

Grades: 1 - 5

This package provides extra practice on concepts such as: before/after, odd/even, counting by 5's, 10's, 2's, 3's, 4's, less than/greater than, ordinal numbers, rounding, prime numbers, place values and more. Teacher's Guide and diagnostic test included. Requires 48K.

H-1109B-AP 5.25" disk w/backup.	$49.95
H-1109L-AP Lab pack of 5.	$119.95
H-1109B-AP3 3.5" disk w/backup.	$49.95
H-1109L-AP3 Lab pack of 5.	$119.95



ZERO IN ON ZERO

Grades: 1 - 6

This unique program, the only one on the market dealing exclusively with the -0- digit, is invaluable for helping students learn how to calculate problems containing one or more zeros. Mr. Zero makes the program fun and highly motivating. He offers two levels of guided help when students respond incorrectly, and provides humorous reward sequences for correct answers. Requires 64K.

Addition & Subtraction

DLM-16011-AP 5.25" disk.	$29.95
DLM-16011L-AP Lab pack of 5.	$60.00
DLM-16011-AP3 3.5" disk.	$29.95
DLM-16011L-AP3 Lab pack of 5.	$60.00

Multiplication & Division

DLM-16013-AP 5.25" disk.	$29.95
DLM-16013L-AP Lab pack of 5.	$60.00
DLM-16013-AP3 3.5" disk.	$29.95
DLM-16013L-AP3 Lab pack of 5.	$60.00

MATH BINGO

Grades: 1 - 8

What better way to practice basic math facts than within the fun and familiar format of a computerized bingo game! With *Math Bingo*, from one to forty primary and secondary students enjoy motivating, challenging practice. Skill levels range from simple number recognition to mixed operations with positive and negative numbers. Requires 64K.

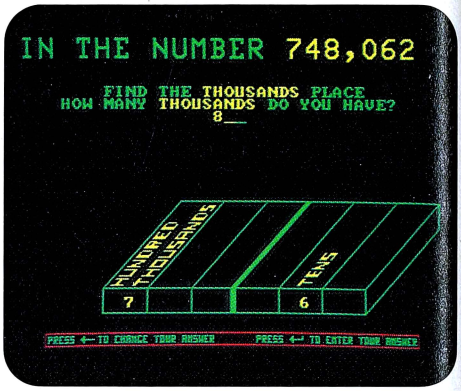
DLM-16500-AP 5.25" disk.	$39.95
DLM-16500L-AP Lab pack of 5.	$99.00
DLM-16500-AP3 3.5" disk.	$39.95
DLM-16500L-AP3 Lab pack of 5.	$99.00

EXPANDED NOTATION

Grades: 2 - 4

Elementary teachers requested *Expanded Notation.* It provides extra practice on difficult and frequently tested skills, such as writing numerals in a variety of expanded forms and the concept of place value. Nineteen lessons are carefully sequenced to gradually increase in difficulty. The teacher can change any lesson or create new ones. Requires 48K.

H-1106B-AP 5.25" disk w/backup.	$49.95
H-1106L-AP Lab pack of 5.	$119.95
H-1106B-AP3 3.5" disk w/backup.	$49.95
H-1106L-AP3 Lab pack of 5.	$119.95



```
IN THE NUMBER 748,062

   FIND THE THOUSANDS PLACE
HOW MANY THOUSANDS DO YOU HAVE?
              8__
```

LEARNING PLACE VALUE

Grades: 2 - 6; Remedial

This program provides students with the understanding and skills necessary to operate successfully in the decimal place value system. Proficiencies, deficiencies and progress are monitored through an ongoing management system capable of handling 250 students. Requires 64K.

CCM-1001-AP 5.25" disk only.	$69.95
CCM-1001L-AP Lab pack of 10.	$345.00

Jimmy's Race to the Top

NEW '92 RELEASE

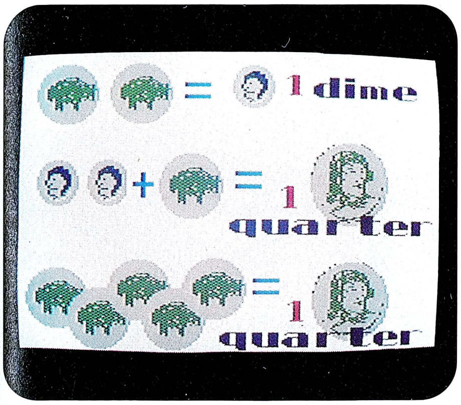
CONNECTIONS: BUILDING MATH UNDERSTANDING

Grades: 5 - 8

This self-paced program offers users an integrated math experience. Guided activities let them explore computation and estimation, probability, patterns and functions, measurement and geometry.

The program's hints and precise error messages help students construct meaning as they work in each mathematical branch. A variety of activities encourage repeated use, strengthening skills as students explore new math concepts. Math is put into an everyday context that is meaningful and relevant to students. Requires 64K.

SVE-20673-AP 5.25" disk.	$79.95
SVE-20673L-AP Lab pack of 5.	$139.95
SVE-20673-AP3 3.5" disk.	$79.95
SVE-20673LAP3 Lab pack of 5.	$139.95



MATH FOR THE YOUNG CONSUMER

Grades: 3 - 8

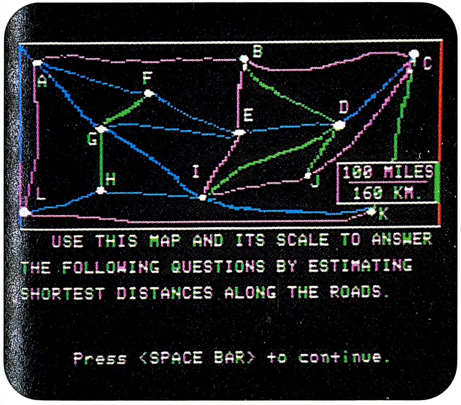
A usable, practical computer series that involves youngsters in using math skills to solve situations confronting the consumer. Programs are designed at a level the young consumer can understand and apply. Motivating and relevent story situations immediately involve the child.

They must integrate their understanding of arithmetic processes with problem solving. The user is shown how to pick the best buy, based on unit pricing and discounts. He or she will also learn how to figure gross and net income, interest payments, and how to balance a budget.

- *Earning and Saving Money*
- *Shopping at the Supermarket*
- *Buying at Sales*
- *Managing Your Money*

Requies 64K

OC-3700B-AP	5.25" disk only, w/backup.	$99.00
OC-3700L-AP	Lab pack of 6.	$249.50



USE THIS MAP AND ITS SCALE TO ANSWER THE FOLLOWING QUESTIONS BY ESTIMATING SHORTEST DISTANCES ALONG THE ROADS.

Press <SPACE BAR> to continue.

ESTIMATING & COMMON SENSE

Grades: 4 - 8

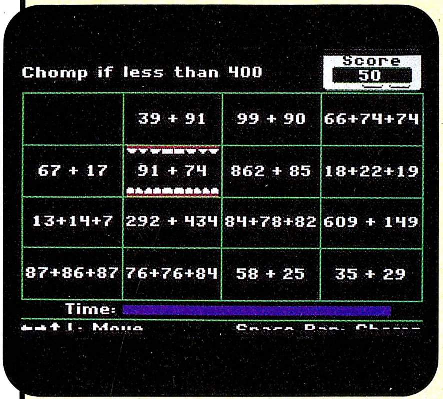
Students encounter creative mental arithmetic exercises that teach them to break difficult problems into more easily managed parts, to use number patterns to enhance memory and predict answers, to use multiples of 10 to aid computation with basic operations, and many more skills. 200 minutes of skill building instruction in 10 separate lessons involving varied estimating skills.

DC-504200-AP	5.25" disk only.	$59.95
DC-504200L-AP	Lab pack of 10.	$179.85

ESTIMATION ACTIVITIES

Grades: 4 - 8

Estimation Activities provides a motivating environment for students to practice and apply their estimation skills. Each game incorporates a timer that encourages student to estimate rather than calculate in order to be most successful. The five games present a variety of challenges that appeal to different individual learning and playing styles.



Chomp if less than 400

	39 + 91	99 + 90	66+74+74
67 + 17	91 + 74	862 + 85	18+22+19
13+14+7	292 + 434	84+78+82	609 + 149
87+86+87	76+76+84	58 + 25	35 + 29

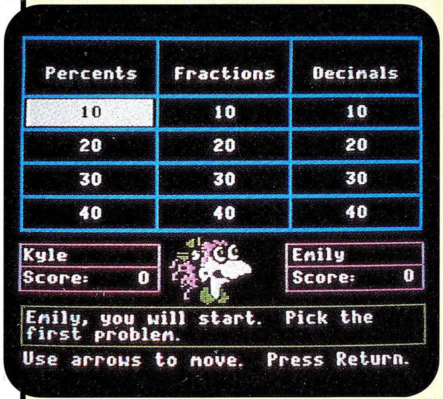
Each game is timed to encourage players to estimate rather than calculate. Players choose the types of problems they want to work. They also use any estimation strategy or strategies they feel are appropriate. The Top-Ten lists may be printed, and a management option allows teachers to set access to individual games, control available operations, set student printing, and view, print, or clear Top-Ten lists. Requires 64K.

MEC-296 -AP	5.25" disk	$59.00
MEC-296L-AP	Lab pack of 5.	$149.00
MEC-296 -AP3	3.5" disk	$59.00
MEC-296L-AP3	Lab pack of 5.	$149.00

ESTIMATION: QUICK SOLVE

Grades: 5 - 8

Often when we estimate, students compute the actual answer and round that answer to arrive at an estimate. The computer controls the amount of time a problem is displayed and the amount of time a student has to enter their estimate, thereby forcing students to estimate in order to be successful. Features visual and computational problems, and immediate feedback and visual reinforcement. Individual players may compete against one of six computer opponents. Two players (or teams) may play against each other. It also features teacher options to control categories and problem types, and teacher options to adjust the amount of time allowed for problem display and student input, along with the ability to view and print student records.



Percents	Fractions	Decimals
10	10	10
20	20	20
30	30	30
40	40	40

Kyle
Score: 0

Emily
Score: 0

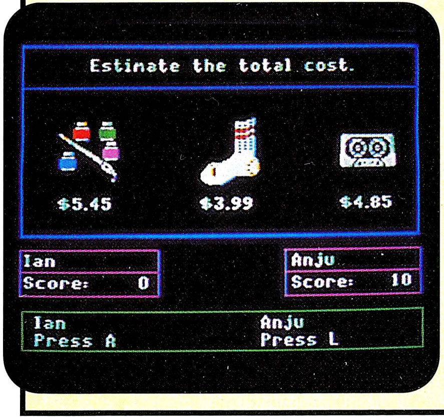
Emily, you will start. Pick the first problem.

Use arrows to move. Press Return.

Estimation: Quick Solve I

Estimation: Quick Solve I reinforces visual and computational estimation skills. Students earn points by quickly estimating problems from the categories of whole numbers, decimals, fractions, and percents. Estimates must be within an acceptable range to earn points. Students may choose to play the game against a friend or a computer opponent. Requires 128K.

MEC-258 -AP	5.25" disk	$59.00
MEC-258L-AP	Lab pack of 5.	$149.00
MEC-258 -AP	5.25" disk	$59.00
MEC-258L-AP	Lab pack of 5.	$149.00



Estimate the total cost.

Ian
Score: 0

Anju
Score: 10

Ian
Press A

Anju
Press L

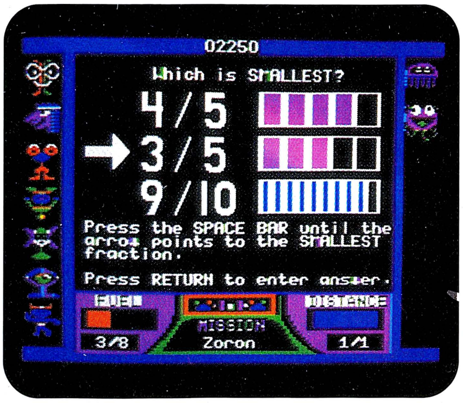
Estimation: Quick Solve II

Estimation: Quick Solve II reinforces measurement and computational estimation skills. Students earn points by quickly estimating problems from the categories of time, measurement, money, and graphs. Estimates must be within an acceptable range to earn points. Student may choose to play the game against a friend or a computer opponent. Requires 128K.

MEC-259 -AP	5.25" disk	$59.00
MEC-259L-AP	Lab pack of 5.	$149.00
MEC-259 -AP	5.25" disk	$59.00
MEC-259L-AP	Lab pack of 5.	$149.00

Fractions

AP MAC



Press the SPACE BAR until the arrow points to the SMALLEST fraction.

Press RETURN to enter answer.

FRACTION-OIDS

Grades: 1 - 4

Players practice the fundamentals of fractions with graphics to help visualize and solve problems. As students blast off into space to bring back aliens from far away planets, they progress through the levels from fraction recognition to fraction comparison, and on to addition, subtraction and reduction. Then players can practice their new skills without graphics. Game may be turned off for drill or testing of fractions. Choose lessons automatically or use Challenge Upgrade, a "You Control" feature, to adjust game and math options. Requires 48K.

MDP-8210-AP 5.25" disk.	$39.95
MDP-8210L-AP Lab pack of 6.	$99.00
MDP-8210-AP3 3.5" disk.	$39.95
MDP-8210L-AP3 Lab pack of 6.	$99.00

FRACTION ACTION

Grades: 2 and up

The action takes place in the basement of the Mad Professor's mansion where his motley crew is holding the keys to the electrified gates blocking your way to freedom. Only after answering math problems correctly will the gatekeepers unlock the gates and permit you to pass. But you'd better move fast! Incorrect answers are given full screen explanations and an occassional drop down the basement's chutes by the mansion's ghastly ghost.

Apple Requires 48K

UN-018B-AP 5.25" disk w/backup.	$49.95
UN-018L-AP Lab pack of 5.	$99.95
UN-018B-AP3 3.5" disk w/backup.	$49.95
UN-018L-AP3 Lab pack of 5.	$99.95

Macintosh Requires 512K

UN-018B-MAC 3.5" disk w/backup.	$69.95
UN-018L-MAC Lab pack of 5.	$169.95

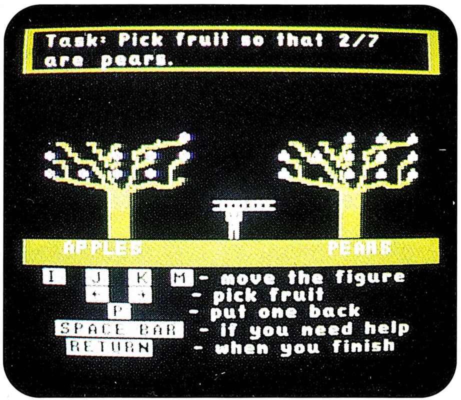
FRACTION CONCEPTS, INC.

Critic's Choice

Grades: 3 - 5

Students learn about the functions of numerators and denominators, the recognition of equivalent fractions expressed in different terms, the addition of fractions to make a whole, and special fraction terminology. Requires 64K.

MEC-202 -AP 5.25" disk	$59.00
MEC-202L-AP Lab pack of 5.	$129.00
MEC-202 -AP 3 3.5" disk	$59.00
MEC-202L-AP3 Lab pack of 5.	$129.00



Task: Pick fruit so that 2/7 are pears.

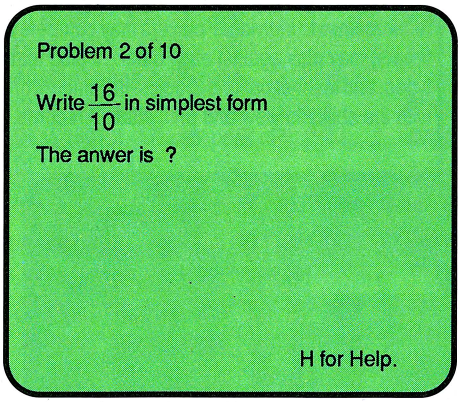
I J K M - move the figure
← → - pick fruit
P - put one back
SPACE BAR - if you need help
RETURN - when you finish

MEANING OF FRACTIONS

Grades: 2 - 6

There are 3 activities on the disk: In the self-paced tutorial, Learn About Fractions, students learn the function of the numerator and the denominator in any fraction as well as other basic skills needed to write and make fractions. In Fraction Names, animated stories and colorful displays are used to introduce questions for which students must write fractions. Requires 48K.

CAE-011B-AP 5.25" disk only w/backup.	$49.95
CAE-011L-AP Lab pack of 5.	$119.95



Problem 2 of 10

Write $\frac{16}{10}$ in simplest form

The anwer is ?

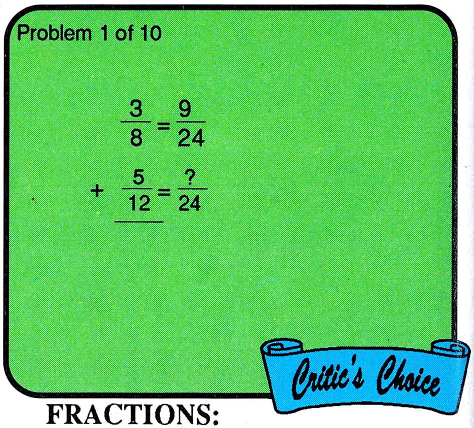
FRACTIONS: AN INTRODUCTION

1992

Grades: 3 - 10

The computer leads students through the problems step-by-step. checking each response in sequence. Students who score a certain percent may play an arcade game. You may choose the number of problems in a run, turn the sound or reward game on or off, and choose the percent required to play the game. The student management system records 200 names, the levels worked, and the scores. You may view, print, or delete all or some records. The skills that this disk cover are prerequisites for computation with fractions. There are 10 difficulty levels. Requires 64K.

G-170B-AP 5.25" disk w/backup.	$59.95
G-170L-AP Lab pack of 10.	$179.95
G-170B-AP3 3.5" disk w/backup.	$59.95
G-170L-AP3 Lab pack of 10.	$179.95



Problem 1 of 10

$$\frac{3}{8} = \frac{9}{24}$$
$$+\ \frac{5}{12} = \frac{?}{24}$$

Critic's Choice

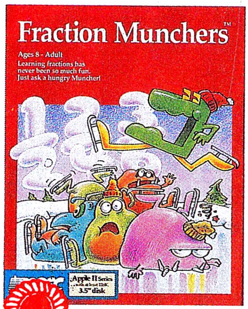
FRACTIONS: ADDITION AND SUBTRACTION

Grades: 3 - 10

This program provides drill in basic computation skills. The computer leads the student through the problems step by step, checking each response in sequence. Students who score a certain percent may play the arcade game. There are 6 difficulty levels in addition, 5 in subtraction, and 2 in mixed operations. Requies 64K.

G-123B-AP 5.25" disk w/back-up.	$59.95
G-123L-AP Lab pack of 10.	$179.95
G-123B-AP3 3.5" disk w/back-up.	$59.95
G-123L-AP3 Lab pack of 10.	$179.95

FRACTION MUNCHERS



Fraction Munchers™
Ages 8 - Adult
Learning fractions has never been so much fun. Just ask a hungry Muncher!
Apple II Series
3.5" disk

1992

Grades: 3 - Adult

This product is guaranteed to chase away the fraction blues as students help Munchers sidestep the menacing Troggles. Students practice and refine their math skills as they search for various types of fractional numbers, equivalent fractions, and expressions using fractions. Requires 64K.

MEC-196 -AP 5.25" disk	$59.00
MEC-196L-AP Lab pack of 5.	$129.00
MEC-196 -AP3 3.5" disk	$59.00
MEC-196L-AP3 Lab pack of 5.	$129.00

FRACTION PRACTICE UNLIMITED

Critic's Choice

Grades: 4 - 6

When your students have moved beyond *Fraction Concepts, Inc.* (shown in the far left column) promote them to this package! With these advanced fraction drills, kids reduce fractions to their lowest terms, classify fractions by type or size, compare fractions by size, and rename various fractions. Requires 64K.

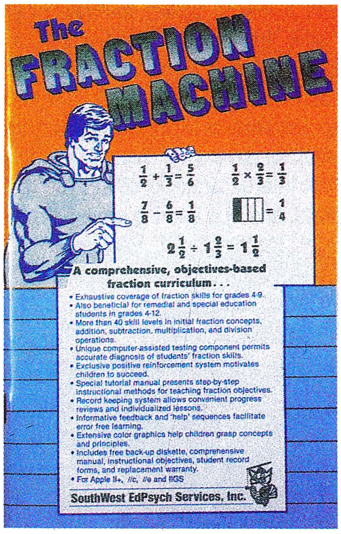
MEC-203 -AP 5.25" disk	$59.00
MEC-203L-AP Lab pack of 5.	$129.00
MEC-203 -AP3 3.5" disk	$59.00
MEC-203L-AP3 Lab pack of 5.	$129.00

FRACTIONS: MULTIPLICATION AND DIVISION

Grades: 4 - 9, Remedial: 10 - 12

The computer leads students through the problems step by step checking each response in sequence. Students are given three opportunities to solve each step of a problem. After a third incorrect answer, the correct answer is displayed. Choice of five difficulty levels in multiplication and four difficulty levels in division. Includes multiplying or dividing fractions with or without cancelling, and multiplying or dividing various combinations of fractions, whole numbers, and mixed numbers. Requires 64K.

G-124B-AP 5.25" disk w/backup. $59.95
G-124L-AP Lab pack of 10. .... $179.95
G-124B-AP3 3.5" disk w/backup. $59.95
G-124L-AP3 Lab pack of 10. .... $179.95


The
FRACTION
MACHINE
$\frac{1}{2}+\frac{1}{3}=\frac{5}{6}$
$\frac{1}{2}\times\frac{2}{3}=\frac{1}{3}$
$\frac{7}{8}-\frac{6}{8}=\frac{1}{8}$
$=\frac{1}{4}$
$2\frac{1}{2}\div1\frac{2}{3}=1\frac{1}{2}$

A comprehensive, objectives-based fraction curriculum. . .

- Exhaustive coverage of fraction skills for grades 4-9.
- Also beneficial for remedial and special education students in grades 4-12.
- More than 40 skill levels in initial fraction concepts, addition, subtraction, multiplication, and division operations.
- Unique computer-assisted testing component permits accurate diagnosis of students' fraction skills.
- Exclusive positive reinforcement system motivates children to succeed.
- Special tutorial manual presents step-by-step instructional methods for teaching fraction objectives.
- Record keeping system allows convenient progress reviews and individualized lessons.
- Informative feedback and 'help' sequences facilitate error free learning.
- Extensive color graphics help children grasp concepts and principles.
- Includes free back-up diskette, comprehensive manual, instructional objectives, student record forms, and replacement warranty.
- For Apple II+, //c, //e and IIGS

SouthWest EdPsych Services, Inc.

THE FRACTION MACHINE

Grades: 4 - 9

This program contains more than 40 skill levels in initial fraction concepts, addition, and subtraction. Its unique computer-assisted testing component permits accurate diagnosis of students' fraction skills. A special tutorial manual presents step-by-step instructional methods for teaching fraction objectives. Requires 48K.

SEP-207B-AP 5.25" disk w/backup. $49.95
SEP-207L-AP Lab pack of 5. .... $129.95
SEP-207B-AP3 3.5" disk w/backup. $49.95
SEP-207L-AP3 Lab pack of 5. .... $129.95

VIDEO TUTOR'S BASIC NUMBER CONCEPTS

Grades: 5 - 9

Covers such topics as comparing equivalent fractions, rounding decimals, applying concepts of exponents, finding the greatest common factor. This 46 minute video with its accompanying student workbook leads students to success in basic mathematics.

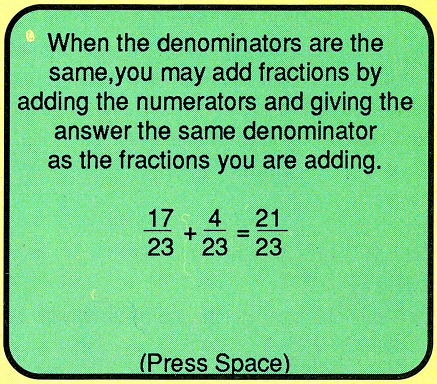
V12-206-VHS 30 minutes. $29.95

MOVING ON, SET 1
GRADES: 5 - 9

REDUCING FRACTIONS

Reducing fractions and finding the lowest common denominator. A multi-section program offering tutorial and drill in reducing both proper and improper fractions, and finding the lowest common denominator of two or more fractions. Requires 48K.

NTS-051-AP 5.25" disk. $35.00
NTS-051L-AP Lab pack of 5. .... $69.00



When the denominators are the same, you may add fractions by adding the numerators and giving the answer the same denominator as the fractions you are adding.

$$\frac{17}{23}+\frac{4}{23}=\frac{21}{23}$$

(Press Space)

ADDITION OF FRACTIONS

This program offers tutorial and drill with several different types of fractions: fractions with like denominators, fractions with unlike denominators, and mixed numbers. In all cases, the program requires the student to reduce the answer as far as possible. Requires 48K.

NTS-052-AP 5.25" disk. $35.00
NTS-052L-AP Lab pack of 5. .... $69.00

SUBTRACTION OF FRACTIONS

This three-section program offers tutorial practice, and drill in subtraction of fractions. Instruction is included for fractions with like denominators, fractions with unlike denominators, and mixed numbers. The student is required to reduce the answers. Requires 48K.

NTS-053-AP 5.25" disk. $35.00
NTS-053L-AP Lab pack of 5. .... $69.00

MULTIPLICATION OF FRACTIONS

An excellent tutorial in the multiplication of fractions, followed by practice and drill sections. This program requires the student to reduce the answers. Requires 48K.

NTS-054-AP 5.25" disk. $35.00
NTS-054L-AP Lab pack of 5. .... $69.00

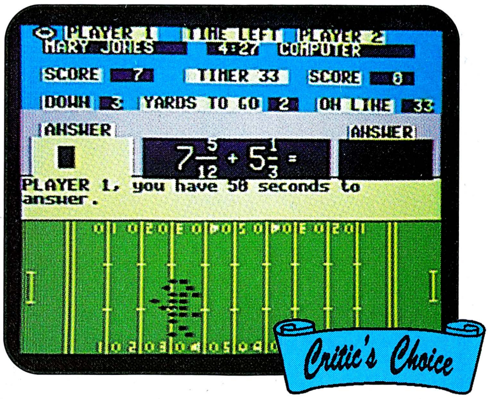
DIVISION OF FRACTIONS

The tutorial explains not only how to divide fractions, but why it's done that way. Students will have a greater understanding of the entire process when they have successfully completed this program. Requires 48K.

NTS-055-AP 5.25" disk. $35.00
NTS-055L-AP Lab pack of 5. .... $69.00

COMPLETE MOVING ON, SET I

NTS-050-AP 5.25" disk. $149.00
NTS-050L-AP Lab pack of 5. .... $298.00



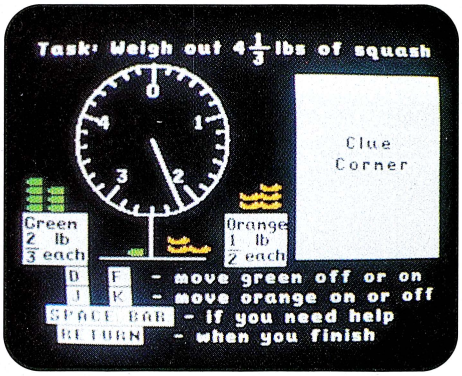
PLAYER 1, you have 58 seconds to answer.

MATH FOOTBALL: FRACTIONS

Grades: 4 - 10

This series combines football action with fraction drills and includes a management system. On each play, players may choose a running play (easy problem), short pass (medium problem), long pass (hard problem), or punt. The levels of play are addition and subtraction of fractions or mixed numbers, multiplication and division of fractions and mixed numbers, and mixed operations. Requires 64K.

G-155B-AP 5.25" disk w/back-up. $59.95
G-155L-AP Lab pack of 10. .... $179.95
G-155B-AP3 3.5" disk w/back-up. $59.95
G-155L-AP3 Lab pack of 10. .... $179.95



Task: Weigh out $4\frac{1}{3}$ lbs of squash

D F - move green off or on
J K - move orange on or off
SPACE BAR - if you need help
RETURN - when you finish

USING FRACTIONS

Grades: 4 - 9

In these programs students solve problems using the four operations on fractions and mixed numbers.

Fraction Applications - in each application, an animated story, graph, or picture is the focus for a sequence of problems about fractions. Students do operations with fractions and mixed numbers to solve the problem; at the same time they realize the many uses of fractions in applications with themes as diverse as Wall Street and The Garment District.

Fraction Tasks - each task requires the student to demonstrate a fraction or mixed number solution; whether it be measuring the correct amounts of flour and sugar for a recipe, or mixing the correct proportions for a secret formula whose ingredients are chosen from containers labeled 3rds, 4ths, and 5ths. Requires 48K.

CAE-H011B-AP 5.25" disk only, w/backup. . $49.95
CAE-H011L-AP Lab pack of 5. .... $119.95

BASIC MATH SERIES VIDEO: FRACTIONS

Grades: 5 - 9

Stimulating state-of-the-art modern electronics presents the necessary concepts. Easy to use format which pays attention to being: *Professional*: experienced teachers present the material *Motivating*: color computer graphics convey academically sound concepts *Easily Monitored*: students use suggested pre and post test *Integrated:* companion workbook reinforces each video - so mastery is attained through students utilizing sight, sound and writing skills.

FRACTIONS

Grades: 5 - 9

In this video, color graphics introduce a thorough understanding of fractions. Student participation is required by use of the companion, interactive workbook. Lessons cover all aspects of fractional computation. The curriculum includes:

- What is a fraction?
- Reducing fractions
- Finding a common denominator
- Changing a mixed number to an improper fraction
- Changing an improper fraction to a mixed number
- Adding fractions with the same denominator
- Subtracting fractions withthe same denominator
- Adding fractions with different denominators
- Subtracting fractions with different denominators
- Adding mixed numbers
- Multiplying fractions
- Subtracting mixed numbers
- Multiplying mixed numbers
- Dividing mixed numbers
- Dividing fractions

V12-103-VHS 98minutes. **$29.95**

DECIMALS

Grades: 5-9

Lessons involve detailed explanation of addition, subtraction, multiplication, and division of decimals. Interactive instruction maintains student interest. Color graphics and electronic chalkboard enhance learning. Includes a variety of decimal word problems.

- Adding, subtracting, multiplying & dividing decimals
- Decimal word problems
- Decimal word problems with proportions

V12-102-VHS 60 minutes. **$29.95**

REAL LIFE MATH APPLICATIONS VIDEO SERIES

Grades: 5 - 9

Entertaining segments presented in an easy-to-follow format have been proven to increase math scores. This video series is in a class by itself! Your students will find that math concepts come alive through its:

• State-of-The Art Graphics •Examples in topic-by-topic sequence •Clear and lively interactive format

Each series is a basic, comprehensive review of the uses and functions of fractions & percents in everyday life. Dry textbook equations are brought to life as we watch real people cope with real-life math problems! Your students may already know how to add, subtract, multiply and divide - this series shows them how to use these skills where it counts - in their everday life.

FRACTIONS

Fractions 1

Intro to fractions, definitions and illustrations.

V54-101-VHS 30 minutes. **$49.95**

Fractions 2

Equivalent fractions, comparing fractions with word problems.

V54-102-VHS 30minutes. **$49.95**

Fractions 3

Addition and subtraction of fractions, with word problems.

V54-103-VHS 30 minutes. **$49.95**

Fractions 4

Multiplication & division of fractions with word problems.

V54-104-VHS 30 minutes. **$49.95**

Complete set of 4 Fraction Videos

V54-10-SET **$195.00**

DECIMALS

Decimals 1

Intro to decimals and operations, with word problems.

V54-301-VHS 30 minutes. **$49.95**

Decimals 2

Decimals and fractions, conversions, ratios and proportions, with word problems.

V54-302-VHS 30 minutes. **$49.95**

Decimals 3

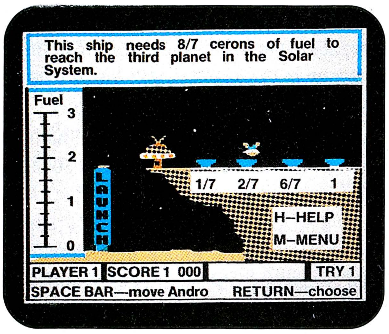
Decimals in our lives, calculator and checkbook skills.

V54-303-VHS 30 minutes. **$49.95**

Complete set of 3 Decimal videos.

V54-30-SET **$145.00**

FRACTION FUEL-UP



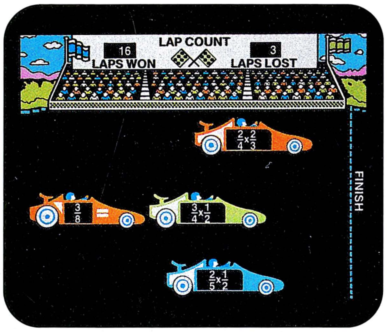
This ship needs 8/7 cerons of fuel to reach the third planet in the Solar System.

Grades: 7 - 9

Here's a captivating educational space game to help students learn how to solve fraction word problems by practicing these important skills: reducing,renaming, and finding equivalent fractions; adding/subtracting fractions with like and unlike denominators; adding/subtracting mixed numbers with like and unlike denominators. With *Fraction Fuel-up* teachers can control the number of problems to be solved, insert their own problems, from equivalency and reduction to addition, subtraction, multiplication, and division of mixed fractions., and maintain five records for up to 75 students and print out worksheets with problems and answers on separate pages. Requires 64K.

DLM-16007-AP 5.25" disk only. **$49.95**

DLM-16007L-AP Lab pack of 5. .... **$139.00**



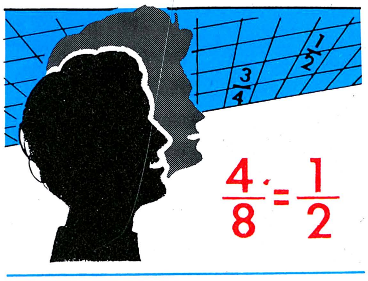
FAST-TRACK FRACTIONS

Grades: 7 - 9

Fast-Track Fractions combines the excitement of car racing with valuable reinforcement of fraction drills. Students solve problems that compare, add, subtract, multiply, and divide with fractions. High-interest graphics, the choice of three response modes (scan, fill-in, match), and a reward system motivate players to compete while they practice these vital skills. Features include 1) Student record system for reviewing the ten most recent game records for 40 students, 2) Same response analysis to pinpoint problem areas, 3) Editor system for developing customized game content, 4) Worksheet generator for creation of practice or test materials, and 5) a tracking system that returns student to last stopping point. Requires 64K.

DLM-16703-AP 5.25" disk only. **$49.00**

DLM-16703L-AP Lab pack of 5. .... **$139.00**



FRACTION FLIP

Grades: 5 - 9

Colorful high resolution graphics and entrancing sound effects build important fraction skills.

Students learn initial fraction concepts, identify fractions expressed in simplest terms and match fractions to decimal equivalents. Beneficial for any children requiring motivating practice in these important fraction skills. It allows single or multiple players, which permits children to play without competition, to compete against other children or to play against the computer. Captivating "concentration" game format also builds visual memory skills. Includes an operational manual.

> *Fraction Flip* is a competitive game that motivates students to practice concepts of fractions.
> - Arithmetic Teacher

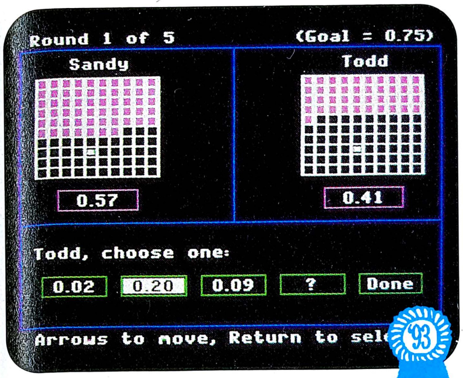
Requires 48K.

SEP-088B-AP 5.25" disk, w/backup. **$39.99**

SEP-088L-AP Lab pack of 5. .... **$109.99**

SEP-088B-AP3 3.5" disk, w/backup. **$39.99**

SEP-088L-AP3 Lab pack of 5. .... **$109.99**



Round 1 of 5 (Goal = 0.75)

Sandy 0.57

Todd 0.41

Todd, choose one:

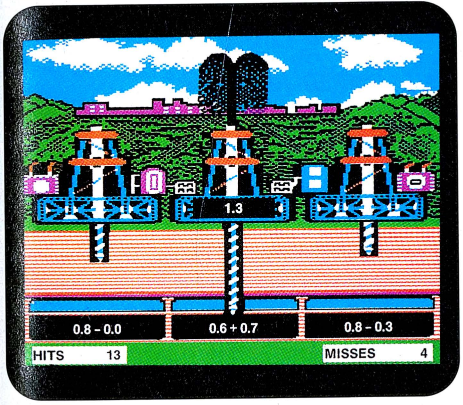
Arrows to move, Return to sel

DECIMAL CONCEPTS

Grades: 3 - 6

In this package, kids learn basic decimal skills. Three learning games introduce place value, ordering and comparing decimal numbers, and the relationship between decimals and fractions. Activities include racing through a maze, trying to hit a decimal number target, and directing decimal numbers to their proper landing places. Requires 128K.

MEC-206-AP 5.25" disk	$59.00
MEC-206L-AP Lab pack of 5.	$129.00
MEC-206-AP3 3.5" disk	$59.00
MEC-206L-AP3 Lab pack of 5.	$129.00



DECIMAL DISCOVERY

Grades: 4 - 8

This new program helps students improve their skills in comparing, adding, subtracting, multiplying, and dividing with decimals. The games, designed around an oil-drilling theme, offer players three response modes: matching, fill-in, and scanning the answer. Students will practice with an endless variety of decimal problems ranging from tenths to thousandths.

The program includes many special features and options: Random game generator that offers a variety of games and problems, worksheet generator to print home or class practice sheets or tests with up to 30 built-in or customized problems, along with answer keys student records system to track progress and help pinpoint error patterns, easy-to-use editor that makes it simple to create, change, and print individualized game content , student tracking system that automatically returns player to last stopping point and retains most recent option/game level selection. Requires 64K.

DLM-16202-AP 5.25" disk only.	$49.00
DLM-16202L-AP Lab pack of 5.	$129.00

INVENTORY 3

Grades: 5 - 9

This program includes the following: add decimal numbers to the thousandths, Subtract to the thousandths (without regrouping), Subtract to the thousandths (with regrouping), Multiply 1-digit decimals, Multiply decimals to the thousandths, Divide 2-digit decimals by 1-digit decimals, divide 3-digit decimals by 2-digit decimals, Rename fractions and decimals as percents, Rounding whole numbers from ten to 100,000, and Rounding decimals from tenths to thousandths. Requires 48K.

NTS-073-AP 5.25" disk.	$35.00
NTS-073L-AP Lab pack of 5.	$69.00

When you see the fraction

$\frac{3}{10}$

You say 'Three Tenths'.

The same fraction may be written
as a decimal number
Like this .3
The dot is called a 'Decimal Point'

(Press Space)

ADDITION OF DECIMALS

Grades: 5 - 9

Tutorial offers insight into place value, as well as techniques for lining up and adding decimal numbers. Practice and drill sections follow the tutorial. Scores are provided at the end of the drill section. Requires 48K.

NTS-061-AP 5.25" disk only.	$35.00
NTS-061L-AP Lab pack of 5.	$69.00

Decimal numbers are subtracted
the same way:

$$\begin{array}{r} .346 \\ -.215 \\ \hline .131 \end{array}$$

Subtract
• • • Thousandths from Thousandths • • •
• • • Hundredths from Hundredths • • •
• • • Tenths from Tenths • • •
Don't Forget the Decimal Point!

(Press Space)

SUBTRACTION OF DECIMALS

Grades: 5 - 9

Tutorial offers insight into place value, as well as techniques for lining up and subtracting decimal numbers. The practice and drill help to develop skill and confidence in the process of subtraction of decimals. Scores are provided at the end of the drill section. Requires 48K.

NTS-062-AP 5.25" disk only.	$35.00
NTS-062L-AP Lab pack of 5.	$69.00

MULTIPLICATION OF DECIMALS

Grades: 5 - 9

The tutorial offers insight into the correct placement of the decimal point in the answer. Practice helps develop the skill, and the drill section allows the student to self-test what he has learned. Scores are given at the end of the drill section. Requires 48K.

NTS-063-AP 5.25 " disk only.	$35.00
NTS-063L-AP Lab pack of 5.	$69.00

If we multiply the divided and the divisor by the same number.

54 x 10 = 540 9 x 10 = 90
54 x 100 = 5400 9 x 100 = 900

We get the same answer when we divide.
Consider this problem

$.9\overline{)5.4}$

It's hard to tell how many .9's there are in 5.4. However if we multiply both the dividend and the divisor by 10

(Press Space)

DIVISION OF DECIMALS

Grades: 5 - 9

Tutorial and drill in the division of decimals. Placement of the decimal point is emphasized. Drill includes the division of whole numbers by decimals and the division of decimals by whole numbers. Scores are provided at the end of the drill. Requires 48K.

NTS-064-AP 5.25 " disk only.	$35.00
NTS-064L-AP Lab pack of 5.	$69.00

Converting Decimals to Fractions
is easy. If we name the Decimal
Fraction aloud, we can 'Hear' the
Fraction that it represents.

Since '.87' is spaken as 'Eighty-Seven
Hundredths', we can tello that it must be
written as a fraction this way

$\frac{87}{100}$

(Press Space)

DECIMALS, PERCENTS & FRACTIONS

Grades: 5 - 9

Renaming decimals as a percent or a fraction; renaming fractions as a decimal or a percent; renaming percent as decimal or fractions. The tutorial in this program discusses methods for each of the above processes. The practice section allows development of the skills, and the drill section checks to make sure each of the operations can be carried out successfully. Scores are given at the end of the drill section. Requires 48K.

NTS-065-AP 5.25" disk only.	$35.00
NTS-065L-AP Lab pack of 5.	$69.00

Decimals

AP MAC

DECIMALS

Grades: 4 - 9

This 2-program series provides highly interactive guided drill in computational math skills, motivates students with an arcade-style reward game, and gives teachers control over several aspects of the program, and includes a student management system. Each skill is broken down into carefully selected difficulty levels. Students first choose the skill and then the level. Problems are randomly generated, and students control the pace of presentation. The number of problems in a run is preset at 10 but may be changed by the teacher to any number from 1 to 50. The computer leads students through the problems step by step checking each response in sequence. Students are given three opportunities to solve each step of a problem.

Critic's Choice

DECIMALS: ADDITION AND SUBTRACTION

This program offers a choice of three difficulty levels each in addition and subtraction: equal decimal lengths, unequal decimal lengths, and mixed lengths, and a choice of two difficulty levels in mixed operations. Before beginning the computation, students move the numbers to line up decimal points. Requires 64K.

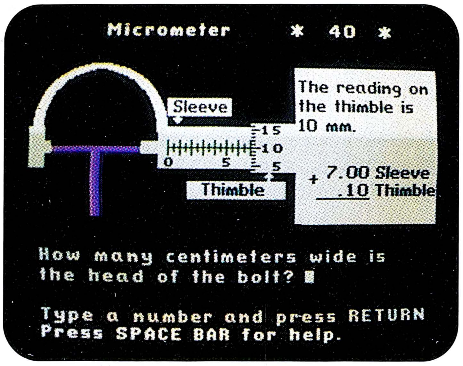
G-102B-AP 5.25" disk w/backup. $59.95
G-102L-AP Lab pack of 10. .... $179.95
G-102B-AP3 3.5" disk w/backup. $59.95
G-102L-AP3 Lab pack of 10. .... $179.95

Critic's Choice

DECIMALS: MULTIPLICATION AND DIVISION

Choice of three difficulty levels in multiplication, including problems where zeros must be annexed to the product before placing the decimal point. Choice of five difficulty levels in division, from dividing a decimal number by a whole number to dividing two decimal numbers and rounding the answer. Requires 64K.

G-103B-AP 5.25" disk w/backup. $59.95
G-103L-AP Lab pack of 10. .... $179.95
G-103B-AP3 3.5" disk w/backup. $59.95
G-103L-AP3 Lab pack of 10. .... $179.95

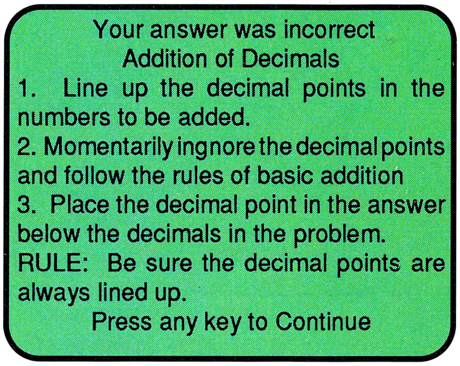

Micrometer * 40 *

The reading on the thimble is 10 mm.

+ 7.00 Sleeve
.10 Thimble

How many centimeters wide is the head of the bolt?

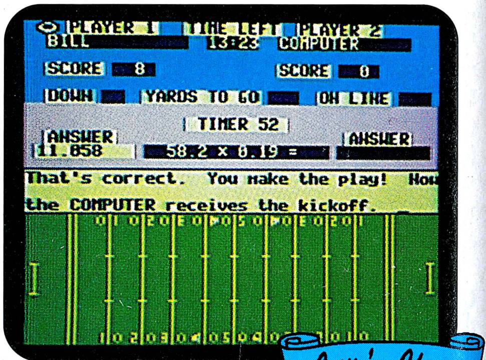
Type a number and press RETURN
Press SPACE BAR for help.


Your answer was incorrect
Addition of Decimals

1. Line up the decimal points in the numbers to be added.
2. Momentarily ignore the decimal points and follow the rules of basic addition
3. Place the decimal point in the answer below the decimals in the problem.

RULE: Be sure the decimal points are always lined up.

Press any key to Continue


PLAYER 1 TIME LEFT PLAYER 2
BILL 13:23 COMPUTER
SCORE 8 SCORE 0
DOWN YARDS TO GO ON LINE
TIMER 52
ANSWER ANSWER
11.858 58.2 x 0.19 =
That's correct. You make the play! How
the COMPUTER receives the kickoff.

USING DECIMALS

Grades: 4 - 9

Place value, comparison, ordering, rounding, and operations with decimals are the essential skills which are applied in everyday situations in these programs. Every problem brings decimals to life while providing practice, giving help, and challenging the student's critical thinking skills.

Decimal Applications - in each application, an animated story, diagram or picture is the focus for a sequence of decimal-related problems.

Decimal Tasks - each task requires the students to demonstrate a solution which involves a use of decimals. Requires 48K.

CAE-J011B-AP 5.25" disk only, w/backup. $44.95
CAE-J011L-AP Lab pack of 5. .... $119.95

DECIMAL DUNGEON

Grades: 4 & up

You're trapped deep inside the crystal caverns of the dungeon master. You must choose to add, subtract, multiply or divide decimals. Convert them to fractions or percents or vice-versa. The way to escape is to answer the problems correctly and only then might you be lucky enough to enlist the help of the dungeon's resident bat who will help you find the way out.

Apple Requires 48K
UN-009B-AP 5.25" disk only, w/backup. $44.95
UN-009L-AP Lab pack of 5. .... $89.95
Macintosh Requires 512K
UN-009B-MAC 3.5" disk, w/backup. $69.95
UN-009L-MAC Lab pack of 5. .... $169.95

Critic's Choice

MATH FOOTBALL: DECIMALS

Grades: 4 - 10

This series combines football action with decimal drills and includes a management system. The game may be played by one or two players who have a choice of four playing levels: High School, College, Pro, or Super Bowl. On each play, players may choose a running play (easy problem), short pass (medium problem) long pass (hard problem), or punt. The levels of play are add, subtract, multiply, divide, or mixed operations. Requires 64K.

G-143B-AP 5.25" disk w/back-up. $59.95
G-143L-AP Lab pack of 10. .... $179.95
G-143B-AP3 3.5" disk w/back-up. $59.95
G-143L-AP3 Lab pack of 10. .... $179.95

VIDEO

DECIMALS

Grades: 6 - Adult

Students who want an in depth course, will feel like part of the classroom with this review. The emphasis of the video is on mathematical concepts and their daily applications. Each study guide contains coordinated problems for extra practice and self-testing. This video can be used as a companion to a textbook or by themselves. Includes Reading and Writing Decimals, Rounding Off, Adding, Subtracting, Multiplying and Dividing Decimals, and changing common Fractions to Decimals.

V70-324-VHS 120 minutes. $49.95

MATH MYSTERY THEATER

Grades: 4 - 8, Remedial 9 -12

Critical thinking will aid students to become math detectives using math concepts presented in fascinating mystery story settings. These highly interactive programs will excite your on-level students to reach out for more and motivate your remedial students to achieve a firm command of the math sub-skills needed in life. Each 40 minute video includes 24 black-line masters and a teacher's guide complete with answer keys in a sturdy vinyl binder.

Decimal Disaster, or The Case of the Maltese Fraction
(Addition & subtraction of decimals)
V96-13-VHS 40 minutes. $69.00

Decimal Disagreement: The War of the Roses
(Multiplication of Decimals)
V96-14-VHS 40 minutes. $69.00

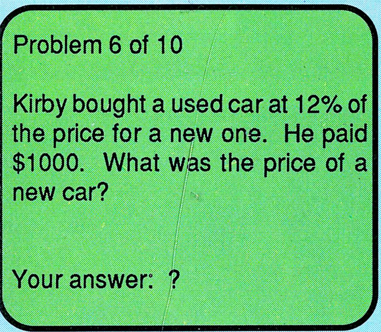
Case of the Unfinished Orchestra
(Division of Decimals)
V96-15-VHS 40 minutes. $69.00

PERCENT

Grades: 6 - 12

Both disks in this series include drill on percent, an arcade-style reward game, and a management system. The problems are randomly generated to prevent boredom or memorization of answers. Students have three chances to answer correctly before the correct answer is displayed. At the end of each run, students who have scored a certain percent may play the reward game.

You may set the number of problems in a run; turn the reward game, the Help option, or the sound on or off; and choose the percent required to play the game. If the Help option is activated, students are led step by step through the process of writing an equation for each problem, selecting the correct operation, and entering a final answer. The student management system records the student's name, the level completed, the raw score, and the percent correct. The system holds up to 200 records in alphabetical order. You may view, print, or delete all of individual records.



Problem 6 of 10

Kirby bought a used car at 12% of the price for a new one. He paid $1000. What was the price of a new car?

Your answer: ?

PERCENT WORD PROBLEMS

This disk presents real life problems. Students choose from five lessons: 1) Find a percent of a Number; 2) Find a percent of a number, Two-step problems; 3) Find the number when a percent is known; 4) Find the Percent; and 5) Review.

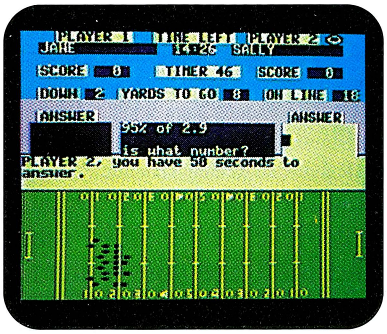
The computational difficulty is controlled so that the focus is on problem solving rather than on calculation.

G-159B-AP 5.25" disk w/backup, 64K. ... **$59.95**
G-159L-AP Lab pack of 10. .... **$179.95**
G-159B-AP3 3.5" disk w/backup, 64K. . **$59.95**
G-159L-AP3 Lab pack of 10. .... **$179.95**

PERCENT

Students first choose a lesson and then a difficulty level. Lesson 1 has six levels covering fraction/percent and decimal/percent conversions and includes percents greater than 100, mixed number percents, and percents with one or two decimal places. In each level except review, students may use help screens. Lesson 2 has four levels: 1) Finding a Percent of a Number, 2) Finding the Number when the Percent is unknown, 3) Finding the Percent, and 4) Review.

G-158B-AP 5.25" disk w/backup, 64K. ... **$59.95**
G-158L-AP Lab pack of 10. .... **$179.95**
G-158B-AP3 3.5" disk w/backup, 64K. . **$59.95**
G-158L-AP3 Lab pack of 10. .... **$179.95**



95% of 2.9
is what number?
PLAYER 2, you have 58 seconds to answer.

MATH FOOTBALL: PERCENTS

Grades: 4 - 10

The game may be played by one or two players who have the choice of four playing levels: High School, College, Pro, or Super Bowl. On each play, players choose a running play (easy problem), short pass (medium problem), long pass (hard problem), or punt. The plays are: finding a percent of a number, percent/fraction and percent/equivalents, finding the number when a percent is known or finding the unknown percent, and mixed operations.

G-165B-AP 5.25" disk w/back-up, 64K. **$59.95**
G-165L-AP Lab pack of 10. .... **$179.95**
G-165B-AP3 3.5" disk w/back-up, 64K. **$59.95**
G-165L-AP3 Lab pack of 10. .... **$179.95**

CONQUERING PERCENTS

Grades: 5 - 8

This package gives an overview of percents and their uses. Activities include estimating percentages by using geometric shapes and calculating percent problems to determine the original price, discount rate, and amount of discount of merchandise in a department store. In an action-packed "chomper" game, kids learn to distinguish different representations of percents, including visuals, decimals, fractions, and ratios. Requires 128K.

MEC-210 -AP 5.25" disk **$59.00**
MEC-210L-AP Lab pack of 5. .... **$129.00**
MEC-210 -AP 3.5" disk **$59.00**
MEC-210L-AP Lab pack of 5. .... **$129.00**

PERCENTAGE PANIC

Grades 5 - Up

Percentage Panic generates both number problems as well as a broad variety of word problems covering many aspects of percents. Help your students gain an understanding of the use of percents in everyday life. Build a solid foundation in important consumer math while developing critical pre-algebra skills. Features: •Conversion of percents to fractions •Conversion of fractions to percents •Conversion of decimals to percents •Conversion of percents to decimals •Finding percents of numbers •Finding percents of one number to another •Percents of gains or losses •Percents in purchasing •Using percents in interest problems •Multiple difficulty levels •Timer option for practicing speed •Built -in tutorials

Requires 48K.

UN-004-AP 5.25" disk, w/backup. **$49.95**
UN-004L-AP Lab pack of 5. .... **$99.95**

PERCENTS

Grades: 6 - Up

Students will feel like part of the classroom with this lively review. The emphasis of this series is on mathematical concepts and their daily applications. Each study guide contains coordinated problems for extra practice and self-testing. This interactive video can be used as a companion to a textbook, or by its self. Includes: Changing Percents to Fractions and Decimals, Changing Fractions and Decimals to Percents, Finding a Percent of a Number, Finding What percent One Number is of Another, Finding a Number When a Percent of it is Known, Finding the Percent of Increase ordecrease.

V70-332-VHS 120 minutes. **$49.95**

BASIC MATH SERIES: PERCENTS

Grades: 5-9

This video has an easy to use format which pays attention to being

Professional: Experienced teachers present the material.

Motivating: Color computer graphics convey academically sound concepts.

Integrated: Companion workbook reinforces this video, so mastery is attained throught students utilizing sight, sound, and writing skills.

This learning program uses color graphics, an electronic chalkboard, and includes a student workbook.

- What is a percent?
- Converting percents to decimals and vice-versa
- Converting fractions to percents and vice-versa
- Finding a percent of a number
- Finding the percent 1 number is of another number
- Finding the total number when a percent of it is known
- Mixed percent problems
- Word problems dealing with percents

V12-101-VHS 91 minutes. **$29.95**

REAL LIFE MATH APPLICTIONS: PERCENTS

This series is a basic, comprehensive review of the use and functions of decimals in everyday life, both at home and at work. Dry textbook equations are brought to life as we watch real people use math skills to solve real life math problems.

Percents 1

Understanding and computing percents.

V54-201-VHS 30 minutes. **$49.95**

Percents 2

Percents at home: Budgets and rents.

V54-202-VHS 30 minutes. **$49.95**

Percents 3

Percents in home finance: Interest and finance charges.

V54-203-VHS 30 minutes. **$49.95**

Percents 4

Percents in taxes, auto leases and home mortgages.

V54-204-VHS 30 minutes. **$49.95**

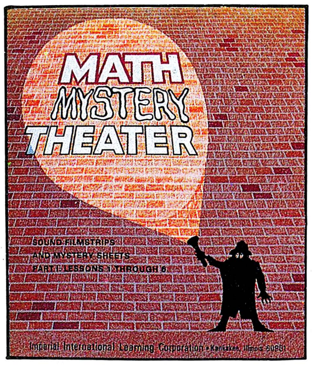
Percents 5

Percents in business: Discounts, markups and profits.

V54-205-VHS 30 minutes. **$49.95**

Complete set of 5 *Percent* videos.

V54-20-SET **$245.00**


MATH MYSTERY THEATER
SOUND FILMSTRIPS AND MYSTERY SHEETS PART I: LESSONS 1 THROUGH 6
Imperial International Learning Corporation • Kankakee, Illinois 60901

Math Mystery Theater

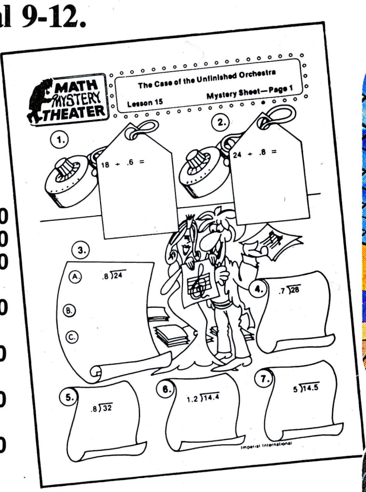
Critical thinking will aid students to become math detectives using math concepts presented in fascinating mystery story settings. These highly interactive programs will excite your on-level students to reach out for more and motivate your remedial students to achieve a firm command of the math sub-skills needed in life. ©1989. **Grades 4-8, Remedial 9-12.**

Enhanced Video Series

Each 40 minute video includes 24 black-line masters and a teacher's guide complete with answer keys in a sturdy vinyl binder.

Mixed Operation Review Series

II-MM01,	**Case of the Stolen Sums** (Addition with renaming)	$ 69.00
II-MM02,	**Subtraction Roundup** (Subtraction with renaming)	$ 69.00
II-MM03,	**Multiplication Maniac** (Compound multiplication)	$ 69.00
II-MM04,	**Mission Divison: Case of the Dazzling Diamonds** (Division w/1-digit divisors)	$ 69.00
II-MM05,	**Mission Division: World's Secret Formula** (Division w/2-digit divisors)	$ 69.00
II-MM06,	**Great Numbers Bank Robbery** (Prime & composite numbers, prime factorization)	$ 69.00
II-MM1C,	**Complete Mixed Operation Review Series (All 6 Video Programs)**	$ 393.00


MATH MYSTERY THEATER

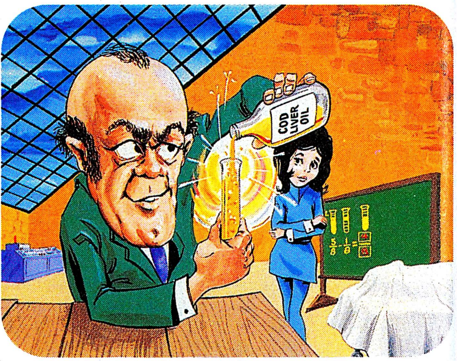
The Case of the Unfinished Orchestra

Lesson 15

Mystery Sheet—Page 1

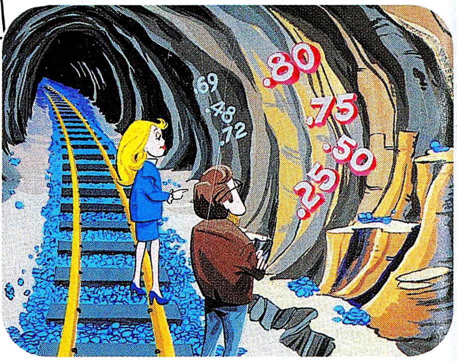
1. 18 ÷ .6 =
2. 24 ÷ .8 =
3. A. .8)24 B. C.
4. .7)28
5. .8)32
6. 1.2)14.4
7. 5)14.5

Imperial International



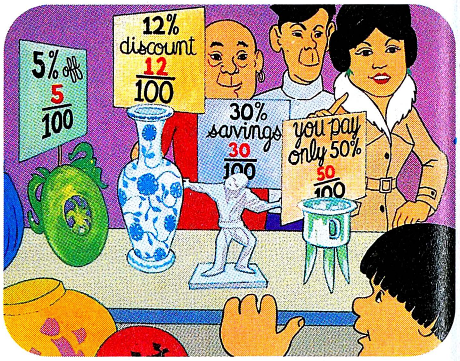
Fractions Series

II-MM07,	**Multiple Adventures of Math Man** (Least common multiples)	$ 69.00
II-MM08,	**Fraction Freaks** (Introduction to fractions & equivalents)	$ 69.00
II-MM09,	**Strange Case of the Fractured Fresco** (Addition of unlike fractions)	$ 69.00
II-MM10,	**Fractionstein** (Subtraction of unlike fractions)	$ 69.00
II-MM11,	**Fraction Action** (Multiplication of fractions)	$ 69.00
II-MM12,	**Case of the Kidnapped Kid** (Division of fractions)	$ 69.00
II-MM2C,	**Complete Fractions Series (All 6 Video Programs)**	$ 393.00



Decimals & Measurement Series

II-MM13,	**Decimal Disaster, or The Case of the Maltese Fraction** (Addition & subtraction of decimals)	$ 69.00
II-MM14,	**Decimal Disagreement: The War of the Rose** (Mult. of decimals)	$ 69.00
II-MM15,	**Case of the Unfinished Orchestra** (Division of decimals)	$ 69.00
II-MM16,	**Kong Fu: the 100% Solution** (Percents, relating percents to decimals & fractions)	$ 69.00
II-MM17,	**The Metric Meddler** (Understanding sample units & techniques in metric measurement)	$ 69.00
II-MM18,	**Curse of the Tomb of King Tut Tut Cubit** (Geometry, perimeter, area, & volume)	$ 69.00
II-MM3C,	**Complete Decimals & Measurement Series (All 6 Video Programs)**	$ 393.00



Word Problems Series

II-MM19,	**The Thick Man** (Addition word problems)	$ 69.00
II-MM20,	**Gang with a Difference** (Subtraction word problems)	$ 69.00
II-MM21,	**The "Pie is Square" Case** (Multiplication word problems)	$ 69.00
II-MM22,	**Mathman and Chikadee vs. the Questioner** (Division word problems)	$ 69.00
II-MM23,	**Tarzap and the Case of the Disappearing Jungle** (Word problems involving mixed operations)	$ 69.00
II-MM24,	**The Ten Percenters** (Decimals & percents word problems)	$ 69.00
II-MM4C,	**Complete Word Problems Series (All 6 Video Programs)**	$ 393.00

Complete Math Mystery Theater Video Series

II-MM5C,	**All 24 Video Programs Listed Above with 96 Masters**	$1499.00

Sound Filmstrip Series

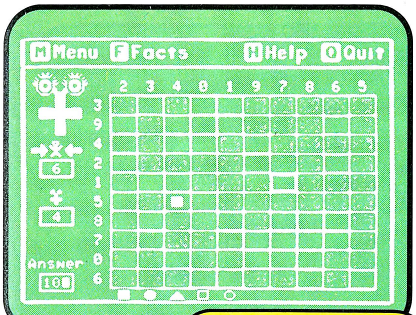
Each individual series includes 6 cassettes, 6 filmstrips, teacher's guide and 24 black-line masters in a sturdy vinyl binder. See the above for content of each series.

II-2081,	**Mixed Operation Review Series**	$ 170.00
II-2082,	**Fractions Series**	$ 170.00
II-2083,	**Decimals & Measurement Series**	$ 170.00
II-2084,	**Word Problems Series**	$ 170.00

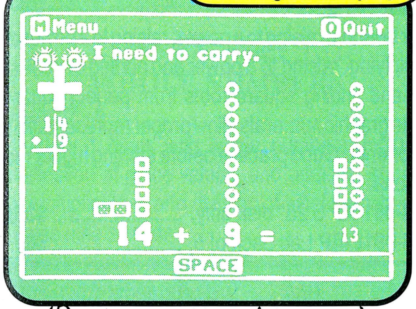
Complete Math Mystery Theater Filmstrip Series

II-2085,	**All 4 Series Listed Above (24 Filmstrips, 24 Cassettes, 96 Masters)**	$ 650.00

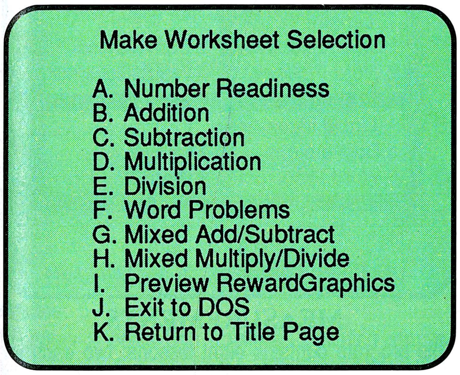
2. N=(8+1)x317
N=9x317
N=2,853 TREES



Visual objects are used to explain skill areas such as borrowing and carrying.



(Processing correct answer.)



Make Worksheet Selection

- A. Number Readiness
- B. Addition
- C. Subtraction
- D. Multiplication
- E. Division
- F. Word Problems
- G. Mixed Add/Subtract
- H. Mixed Multiply/Divide
- I. Preview RewardGraphics
- J. Exit to DOS
- K. Return to Title Page

TUTORIAL MATH

NEW 93 RELEASE

Finally!!
A program that lets students visualize math.

Grades: 1 - 4, Remedial 3 - 6

Finally, there is a math program created specifically to teach basic math concepts to young students. Educators all agree that if a concept can be visualized, most children will learn that concept more quickly, and *Tutorial Math* has done just that in the areas of addition, subtraction, multiplication and division. With *Tutorial Math*, students see not only the numbers for each problem, but also visual groups of objects that physically move on the screen. However, this is more than just a simple "how to" program, it also includes exciting game-like activities that will make students forget they are learning. The program also contains an easy to use management system.

Requires 128K.

Addition
MKP-002-AP 5.25" disk. **$90.00**
MKP-002-AP3 3.5" disk. **$90.00**

Subtraction
MKP-003-AP 5.25" disk. **$90.00**
MKP-003-AP3 3.5" disk. **$90.00**

Multiplication
MKP-004-AP 5.25" disk. **$90.00**
MKP-004-AP3 3.5" disk. **$90.00**

Division
MKP-005-AP 5.25" disk. **$90.00**
MKP-005-AP3 3.5" disk. **$90.00**

Complete Set
MKP-006-AP 5.25" disk. **$325.00**
MKP-006-AP3 3.5" disk. **$325.00**

THE ULTIMATE WORKSHEET CREATOR

NEW 93 RELEASE

Grades: K - 8

Creating worksheets is often an exercise in frustration. If you want a worksheet that is graphically motivating, you must usually resort to workbooks or reproducible books. If you want to create your own, you have to resort to a typewriter orcomputer word processor, taking precious time out of your busy schedule. Now there is a product available that is truly the best of both worlds. *The Ultimate Worksheet Creator* is a powerful, easy-to-use program that allows you to create beautiful, custom worksheets in less than five minutes. T*he Ultimate Worksheet Creator* comes with a huge library of clip art that can be placed anywhere on the page and a large selection of borders from which to choose. Problems can be generated, with the flexibility to mix and match skills and difficulty levels with problem types (i.e. addition, subtraction, computational problems & word problems, etc.). Worksheets can be saved, then modified at a future date for maximum convenience.

Features:

Worksheets can be generated in less than five minute
Output is clean and crisp
Compatible with all basals
Problems can be automatically generated
Problems can be mixed and matched
Requires 128K

MKP-001-AP 5.25" disk. **$49.95**
MKP-001-AP3 3.5" disk. **$49.95**

LIGHTS! CAMERA! FRACTIONS!

Grades: 1 - 6

This lively, informative video makes difficult math concepts more understandable. In a clever blend of live action, stop-action animation, and clay animation, this program introduces young math students to the basics of fractions. It's really a film within a film, as two student aides create a special demonstration for the younger students on the concepts: regions, sets, numerator and denominator, equivalent fractions, and the numberline.

V97-67652-VHS 15 minutes. **$79.00**

GEOMETRY...WHAT'S THAT

Grades: 4 - 7

Whimsical animation in this videotakes youngsters back to the first use of geometry of space and infinity. Along the way students develop an understanding of the three basic elements of geometry: point, line and plane.

V97-3282-VHS 11 minutes. **$79.00**

DECIMAL'S: WHAT'S THE POINT

Grades: 4 - 7

Use this energetic program with the look and sound of a "music video" to illustrate the basics of the decimal system. Among the concepts presented are: uses of decimals in the world around us; decimals as fractional equivalents; Base 10; place values; money as decimal fractions; placement of the decimal point; and annexing zeros. Even reluctant students will be fascinated by this unique and entertaining approach to math lessons. Live action and animation.

V97-67567-VHS 15 minutes. **$79.00**

DONALD IN MATHMAGIC LAND

Grades: 4 - 10

This inspired video introduces the theories that shape higher mathematics. As Donald Duck discovers the world of math - including the pentagram, the golden rectangle, and the spiral - youngsters will see how mathematical principles influence science, art, music, architecture, and even sports. Animated

V97-67331-VHS 28 minutes. **$79.00**

PROBABILITY AND ITS USES

Grades: 4 - 9

This video compares and contrasts mathematical probability with its formulas and empirical probability based on experimentation and data collection for predicting the likelihood of future events. Understandable, step-by-step development explains probability terms - event, outcome, sample space, tree diagram, sampling - while encouraging students to use and apply probability theory.

V97-3161-VHS 13 minutes. **$79.00**

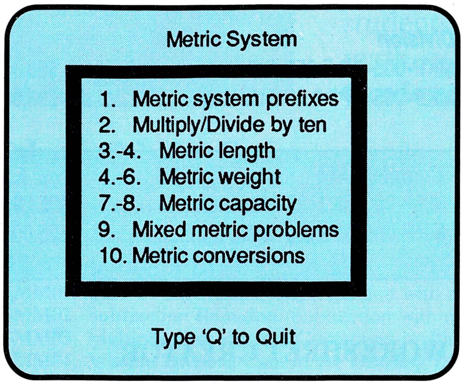
MATHEMATICS - LIFE'S NUMBER GAME

Grades: 4 - 12

A series of realistic vignettes filmed on location show different people solving job-related and everyday problems with mathematics. These short sequences clearly illustrate the great number of occupations and daily situations that require a thorough knowledge of basic math. Metric conversions, basic geometric formulas, estimations, averages, graphs, fractions, percentages and basic math skills are used.

V97-3764-VHS 20 minutes. **$79.00**

Grades 7 -9



Metric System

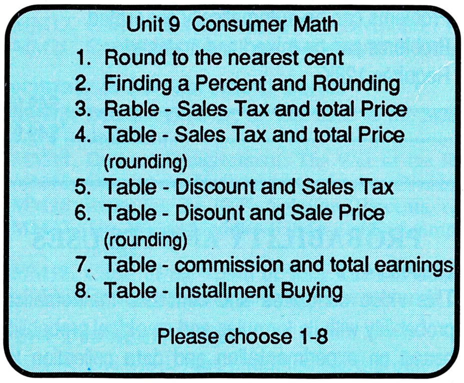
1. Metric system prefixes
2. Multiply/Divide by ten
3.-4. Metric length
4.-6. Metric weight
7.-8. Metric capacity
9. Mixed metric problems
10. Metric conversions

Type 'Q' to Quit

METRIC SYSTEM

This program contains ten lessons on the metric system: metric prefixes, multiplying and dividing by ten (by moving the decimal point), two lessons each on length, weight, and capacity, mixed metric problems, and English/Metric conversions. Some lessons show charts of prefixes, abbreviations, or equivalences.

NTS-104-AP 5.25" disk. $35.00
NTS-104L-AP Lab pack of 5. .... $69.00



Unit 9 Consumer Math

1. Round to the nearest cent
2. Finding a Percent and Rounding
3. Rable - Sales Tax and total Price
4. Table - Sales Tax and total Price (rounding)
5. Table - Discount and Sales Tax
6. Table - Disount and Sale Price (rounding)
7. Table - commission and total earnings
8. Table - Installment Buying

Please choose 1-8

DISCOUNTS, SALES TAX, COMMISSION, AND INSTALLMENT BUYING

Eight lessons in consumer math:

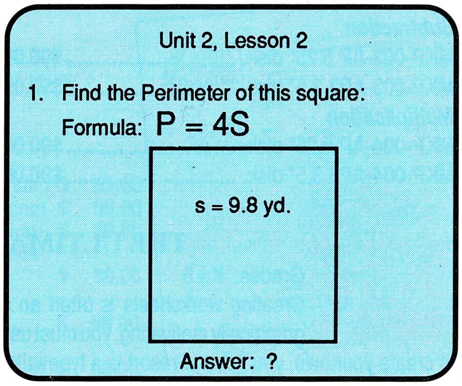
1. Rounding to the nearest cent
2. Finding a percent and rounding
3. Completing a table showing the sales tax and price including tax
4. A similar table with rounding required
5. Completing a table showing amount of discount and sale price
6. A similar table with rounding required
7. Completing a table showing amount of com mission and total earnings
8. Completing a table about installment buying

NTS-094-AP 5.25" disk only. $35.00
NTS-094L-AP Lab pack of 5. .... $69.00

GRAPHS

This program contains four lessons: one on pictographs, one on circle graphs, one on bar graphs, and one on line graphs. Altogether, eight graphs are shown to help students learn to read and interpret graphs of various types. Questions relating to the graphs are constant for each run rather than randomized, thereby allowing specific information to be called for.

NTS-102-AP5.25" disk only. $35.00
NTS-102L-AP Lab pack of 5. .... $69.00



Unit 2, Lesson 2

1. Find the Perimeter of this square:

Formula: $P = 4S$

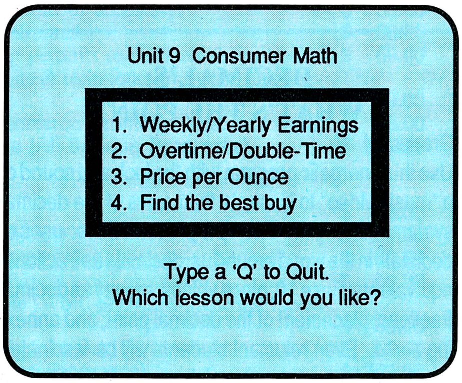
Answer: ?

PERIMETERS, AREAS, AND VOLUMES

Grades: 7 - 9

Eleven lessons: perimeters of rectangles, perimeters of squares, circumference of circles, areas of rectangles, area of squares, areas of parallelograms, areas of triangles, areas of circles, volumes of rectangular prisms, volumes of cubes, and volumes of cylinders. Most lessons include graphic illustration.

NTS-082-AP 5.25" disk only. $35.00
NTS-082L-AP Lab pack of 5. .... $69.00



Unit 9 Consumer Math

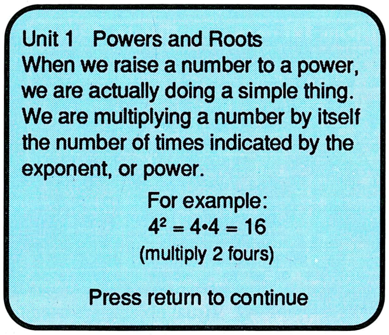
1. Weekly/Yearly Earnings
2. Overtime/Double-Time
3. Price per Ounce
4. Find the best buy

Type a 'Q' to Quit.
Which lesson would you like?

CONSUMER MATH

This program contains four lessons. The first asks the student to calculate the weekly or hourly wage. In the second, the student must calculate overtime or holiday rates based on a regular pay rate. The third lesson shows prices for various food items and asks the student to calculate the price per ounce, and the fourth lesson shows two food items and asks the student to "find the best buy." Scores are given at the end of each lesson.

NTS-103-AP 5.25" disk only. $35.00
NTS-103L-AP Lab pack of 5. .... $69.00



Unit 1 Powers and Roots
When we raise a number to a power, we are actually doing a simple thing. We are multiplying a number by itself the number of times indicated by the exponent, or power.

For example:
$4^2 = 4 \cdot 4 = 16$
(multiply 2 fours)

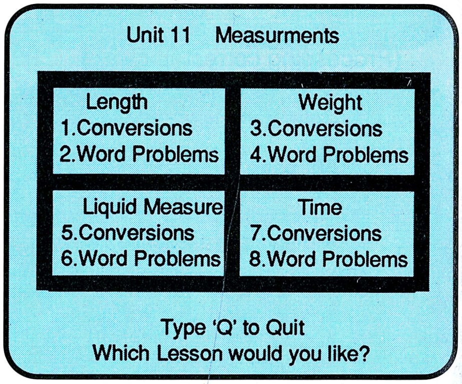
Press return to continue

POWERS AND ROOTS

Grades: 7 - 9

Four lessons: raising to a power, raising to a power and multiplying, raising to a power and adding or subtracting, and finding square roots from perfect squares. Large graphic numerals allow proper representation of exponents. Good practice before starting higher math lessons.

NTS-081-AP 5.25" disk only. $35.00
NTS-081L-AP Lab pack of 5. .... $69.00



Unit 11 Measurments

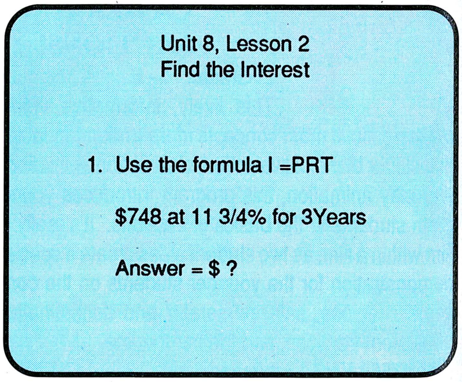
Length 1.Conversions 2.Word Problems	Weight 3.Conversions 4.Word Problems
Liquid Measure 5.Conversions 6.Word Problems	Time 7.Conversions 8.Word Problems

Type 'Q' to Quit
Which Lesson would you like?

MEASUREMENTS

This program contains eight lessons: two each for length, weight, liquid measure, and time. For each category, there is one lesson drilling on numerical conversions, and one giving word problems.
Scores are given at the end of each lesson.

NTS-101-AP 5.25" disk only. $35.00
NTS-101L-AP Lab pack of 5. .... $69.00



Unit 8, Lesson 2
Find the Interest

1. Use the formula $I = PRT$

$748 at 11 3/4% for 3Years

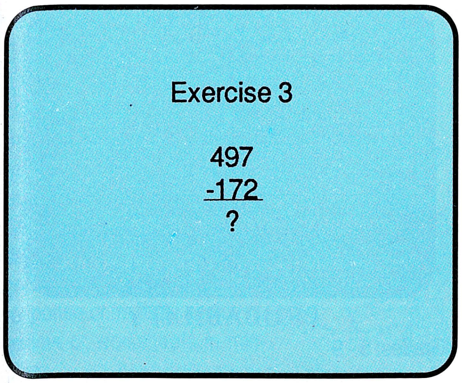
Answer = $?

INTEREST

Three lessons in finding the interest using the formula $i = prt$;

1. Rate and time are whole numbers
2. Rate is fractional, time is a whole number
3. Rate is a whole number, time is fractional

NTS-093-AP 5.25" disk only. $35.00
NTS-093L-AP Lab pack of 5. .... $69.00



Exercise 3

497
-172
?

INVENTORY 1
WHOLE NUMBERS

Grades: 7 - 9

Inventory 1 deals with whole numbers, including identification of place values, and addition, subtraction, multiplication, and division of whole numbers. It contains nine strands:

1. Identify place value to ten million
2. Add numbers to 3 digits
3. Add numbers to 5 digits
4. Subtract 2-digit from 3-digit numbers
5. Subtract numbers to 4 digits
6. Multiply 2-digit by 1-digit numbers
7. Multiply 3-digit by 2-digit numbers
8. Divide 4-digit by 1-digit numbers
9. Divide 4-digit by 2-digit numbers

NTS-071-AP5.25" disk only. $35.00
NTS-071L-AP Lab pack of 5, ... $69.00

INVENTORY 2 FRACTIONS

Grades: 5 - 9

Inventory 2 deals with fractions, including equivalence, reduction, renaming, addition, subtraction, multiplication, and division. The student works with common fractions, improper fractions, and mixed numbers in various drills.

1. Write equivalent fractions.
2. Reduce fractions with like denominators
3. Rename improper fractions as mixed numbers
4. Add fractions with like denominators
5. Add mixed numbers
6. Add fractions with like/unlike denominators
7. Multiply fractions
8. Multiply fractions by whole numbers
9. Multiply fractions by whole numbers
10. Divide fractions
11. Divide a whole number by a fraction

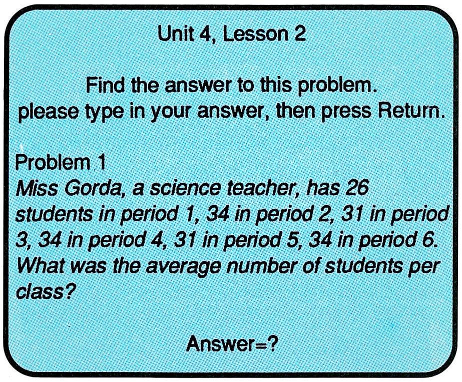
NTS-072-AP5.25" disk only. $35.00
NTS-072L-AP Lab pack of 5. .... $69.00

EQUIVALENTS

Grades: 7 - 9

Six lessons involving conversion among fractions, decimals and percents: 1) Rename fractions to decimals, 2) Rename decimals to fractions, 3) Rename percents to decimals, 4) Rename percents to fractions, 5) Rename decimals to percents, 6) Rename fractions to percents.

NTS-091-AP 5.25" disk only. $35.00
NTS-091L-AP Lab pack of 5. .... $69.00



Unit 4, Lesson 2

Find the answer to this problem.
please type in your answer, then press Return.

Problem 1
Miss Gorda, a science teacher, has 26 students in period 1, 34 in period 2, 31 in period 3, 34 in period 4, 31 in period 5, 34 in period 6. What was the average number of students per class?

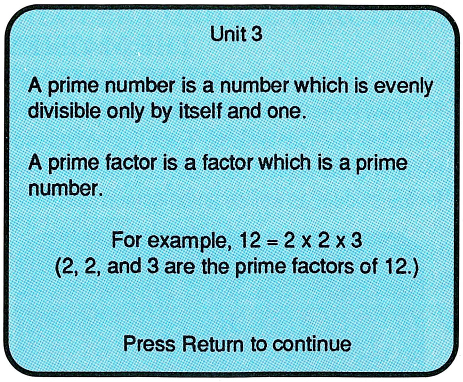
Answer=?

AVERAGE

Grades: 7 - 9

Two lessons: finding the average of numbers in a set, given only the set of numbers; and solving word problems involving finding the average of a series of numbers.

NTS-084-AP 5.25" disk only. $35.00
NTS-084L-AP Lab pack of 5. .... $69.00



Unit 3

A prime number is a number which is evenly divisible only by itself and one.

A prime factor is a factor which is a prime number.

For example, 12 = 2 x 2 x 3
(2, 2, and 3 are the prime factors of 12.)

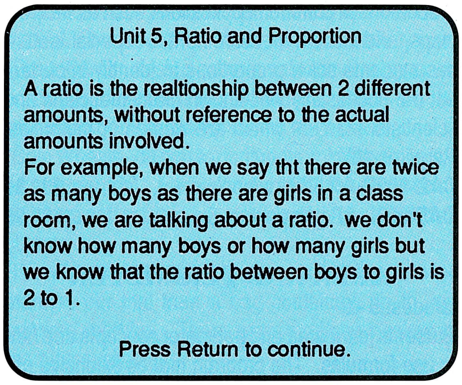
Press Return to continue

FACTORING

Grade: 7 - 9

Three lessons: finding any two factors, finding prime factors, and finding prime factors using exponential notation. Large graphic numerals allow proper representation of exponents. Provisions are made for the student to show all steps in the solutions of a problem.

NTS-083-AP 5.25" disk only. $35.00
NTS-083L-AP Lab pack of 5. .... $69.00



Unit 5, Ratio and Proportion

A ratio is the realtionship between 2 different amounts, without reference to the actual amounts involved.
For example, when we say tht there are twice as many boys as there are girls in a class room, we are talking about a ratio. we don't know how many boys or how many girls but we know that the ratio between boys to girls is 2 to 1.

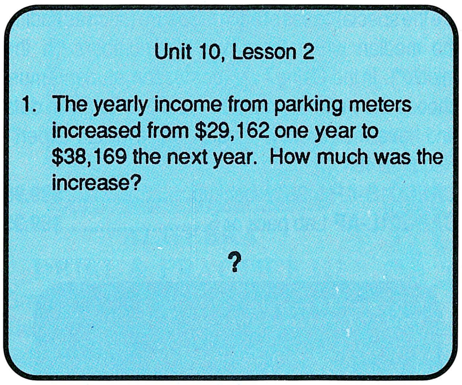
Press Return to continue.

RATIO AND PROPORTION

Grades: 7 - 9

Five lessons: Writing a ratio as a fraction, Word problems converting ratios to fraction, Finding the missing number in a proportion, Finding the missing number using larger proportions, and Word problems requiring the student to write and solve a proportion.

NTS-085-AP 5.25" disk only. $35.00
NTS-085L-AP Lab pack of 5. .... $69.00



Unit 10, Lesson 2

1. The yearly income from parking meters increased from $29,162 one year to $38,169 the next year. How much was the increase?

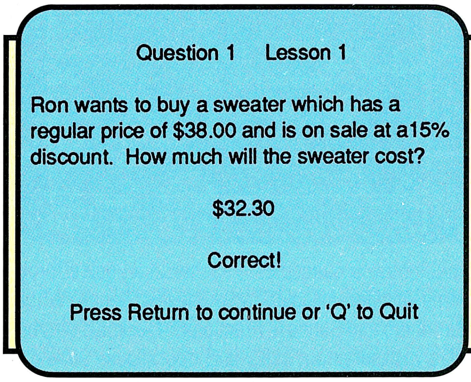
?

WORD PROBLEMS

Grades: 7 - 9

Six lessons of word problems: two dealing with whole numbers, two with fractions, and two with decimals. An excellent way to accustom your students to working with word problems.

NTS-095-AP 5.25" disk only. $35.00
NTS-095L-AP Lab pack of 5. .... $69.00



Question 1 Lesson 1

Ron wants to buy a sweater which has a regular price of $38.00 and is on sale at a15% discount. How much will the sweater cost?

$32.30

Correct!

Press Return to continue or 'Q' to Quit

TWO-STEP WORD PROBLEMS

Grades: 7 - 9

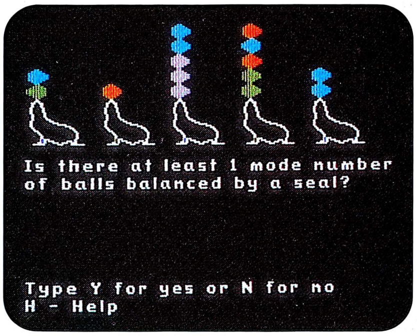
This is a program offering a variety of two-step word problems. Each problem randomly generates values within set paramaters, allowing the program to offer different problems each time it is run. The student must perform two operations to find the soluion.

NTS-105-AP 5.25" disk only. $35.00
NTS-105L-AP Lab pack of 5. .... $69.00

THE MATHEMATICS ACHIEVEMENT PROJECT

NEW '92 RELEASE

This new series covers five important topics from the middle and junior high school mathematics curriculum. Each disk has four lessons. Each lesson has two activities: a self-paced tutorial and problems to measure mastery of the objectives. Both activities use drawings and animation extensively and include optional help for the student as well as an on-screen calculator.



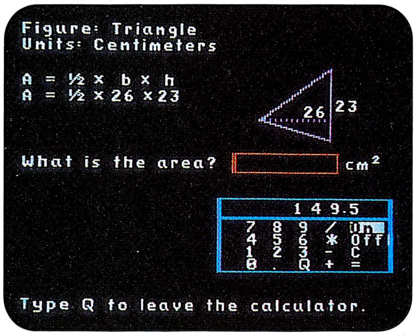
```
Is there at least 1 mode number
of balls balanced by a seal?

Type Y for yes or N for no
H - Help
```

STATISTICS AND AVERAGES

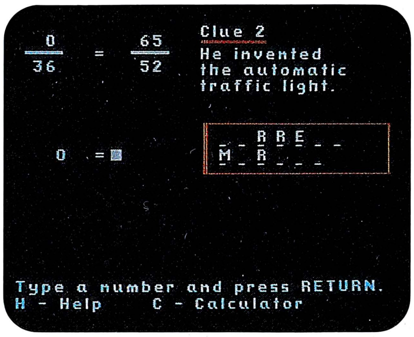
Grades: 5 - 9

Interesting examples make statistics and averages easy-to-understand. Students find the measures of central tendency for a set of numbers, data presented graphically, and from frequency tables. Also included are the special cases of each measure (such as finding the median when there are two numbers "in the middle"). In the *Using Averages* lesson, students must choose the most appropriate measure for given data and have their work judged by an "average expert". Requires 48K.

CAE-201B-AP 5.25" w/backup. **$39.95**
CAE-201L-AP Lab pack or 5. .... **$89.95**



```
Figure: Triangle
Units: Centimeters

A = ½ x b x h
A = ½ x 26 x 23
                         26  23

What is the area? [        ] cm²

                  1 4 9.5
                  7 8 9 / On
                  4 5 6 * Off
                  1 2 3 - C
                  0 . Q + =

Type Q to leave the calculator.
```



```
 0         65     Clue 2
---   =   ---     He invented
 36        52     the automatic
                  traffic light.

                     R R E _ _
 0  = ■           M _ R _ _ _

Type a number and press RETURN.
H - Help      C - Calculator
```

RATIO AND PROPORTION

Grades: 5 - 9

In *Ratio and Proportion*, students learn to write ratios in three different ways and in simplest terms; they identify equal ratios from cross-products, and use proportions in common applications such as recipes, maps, and indirect measurement. A special feature has students solve proportions to identify important but not necessarily well-known mathematicians and scientists, many of whom are women or minorities. Requires 48K.

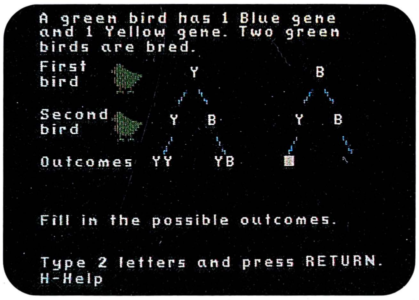
CAE-202B-AP 5.25" w/backup. **$39.95**
CAE-202L-AP Lab pack or 5. .... **$89.95**

AREA AND PERIMETER

Grades: 5 - 9

Students learn area and perimeter concepts and how to use formulas. The program makes extensive use of graphics in emphasizing parts of figures and superimposing grids and altitudes on rectangles, triangles, and parallelograms. Activities in the Applications lesson utilize sketches of basketball courts, picture frames, three dimensional houses, and chain link fences. Requires 48K.

CAE-204B-AP 5.25" w/backup. **$39.95**
CAE-204L-AP Lab pack or 5. .... **$89.95**



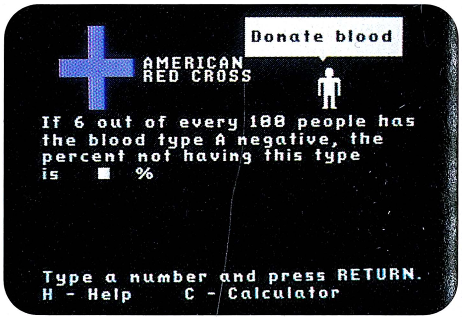
```
A green bird has 1 Blue gene
and 1 Yellow gene. Two green
birds are bred.
First
bird              Y          B

Second
bird           Y    B     Y    B

Outcomes      YY    YB    ■

Fill in the possible outcomes.

Type 2 letters and press RETURN.
H-Help
```

PROBABILITY

Grades: 5 - 9

The computer is an ideal medium for learning probability because of its simulation capability. In Probability students have the opportunity to test predicted outcomes experimentally in activities such as guessing the door which a prize is hidden. Creative use of graphics also keeps interest high in activities in which students write probabilities and construct tree diagrams. Requires 48K.

CAE-205B-AP 5.25" w/backup. **$39.95**
CAE-205L-AP Lab pack or 5. .... **$89.95**



```
                    Donate blood
      AMERICAN
      RED CROSS
If 6 out of every 100 people has
the blood type A negative, the
percent not having this type
is  ■  %

Type a number and press RETURN.
H - Help      C - Calculator
```

PERCENT

Grades: 5 - 9

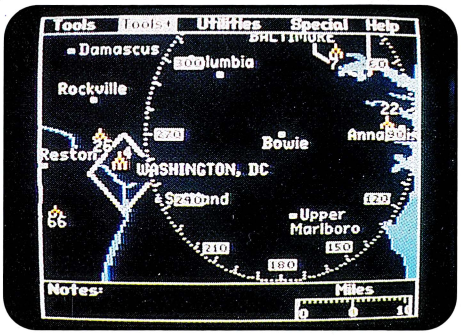
Students learn a wide range of percent concepts beginning with ratios having denominators of 100 and extending to problems in which decimals are used to find the percentage, base and percent. Familiar uses of percent abound. For example, toothpaste is squeezed from a tube onto a toothbrush on the screen and the question is "if 10 out of 50 people say they use SMILE toothpaste, what percent is that?" Requires 48K.

CAE-203B-AP 5.25" w/backup. **$39.95**
CAE-203L-AP Lab pack or 5. .... **$89.95**

MATHLAB

Grades: 6 - 12

Chart the course of a hurricane in the Caribbean, set a TV antenna for the best reception, even perform a stunt to balance a barrel above Niagara Falls. Students solve these and many other interesting and practical problems in *Mathlab*, the mathematics workstation on the computer screen. Each *Mathlab* disk includes the workstation and a series of "picture-problems" which are placed on the workstation drawing board and which students solve by selecting and using on-screen tools including rulers, compass, protractor, grids, calculator and note pad. With easy-to-use pull-down menus, help windows and dialogue boxes, *Mathlab* is an ideal way to develop problem solving skills while at the same time learning specific mathematics concepts. Teachers can select problems for different topics and skill levels: Series I Whole Numbers and Series II: Fractions & Decimals emphasize measurement skills and operations; Series III Special Topics covers Area, Ratio and Proportion, Circles and Solid Figures. Requires 128K, 5.25" disk



Mathlab Series I: Whole Numbers
CAE-206B-AP w/backup. **$99.95**
CAE-206L-AP Lab pack of 5. .... **$199.90**

'93
Mathlab Series II: Fractions & Decimals
CAE-207B-AP w/backup. **$134.95**
CAE-207L-AP Lab pack of 5. .... **$269.90**

'93
Mathlab Series III: Special Topics
CAE-208B-AP w/backup. **$99.95**
CAE-208L-AP Lab pack of 5. .... **$199.90**

EXAM IN A CAN

Exam in a Can!
IPS
1992

Grades: 5 - 12

Exam in a Can is an algorithm-driven item generator that prints virtually unlimited numbers of "different but equivalent" math problems. Select from among the essential objectives in each course of study to build free response or multiple choice exams or worksheets in minutes.

Algebra I Skills

Introduction to algebra, integers, rational numbers, exponents, linear equations, polynomials, factoring, functions, graphs, absolute value, rational expressions, and quadratic equations.

Apple Requires 64K

TMS-EXAI-AP 5.25" disk.	**$149.95**

Macintosh Requires 1 MB

TMS-EXAI-MAC 3.5" disk.	**$149.95**

Algebra II Skills

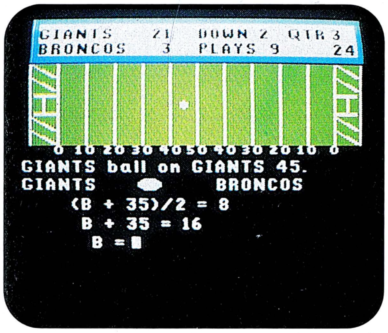
Real numbers, linear equations, functions and graphs, polynomials, rational expressions, roots, radicals, and complex numbers, quadratic equations, matrices and determinants, conics and second-degree equations, exponents and logarithms, probability and statistics, and trigonometry.

Apple Requires 64K

TMS-EXAII-AP 5.25" disk.	**$149.95**

Macintosh Requires 1 MB

TMS-EXAII-MAC 3.5" disk.	**$149.95**



```
GIANTS    21   DOWN 2  QTR 3
BRONCOS    3   PLAYS 9    24
0 10 20 30 40 50 40 30 20 10 0
GIANTS ball on GIANTS 45.
GIANTS             BRONCOS
  (B + 35)/2 = 8
   B + 35 = 16
     B =
```

ALG FOOTBALL

Grades: 7 - 12

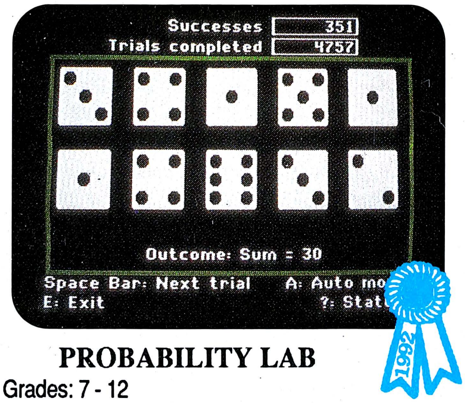
Critic's Choice

An excellent activity for pre-algebra and algebra students.

In *ALG Football* each play is decided by the players as they (in turn) try to find the solution to a problem. Outcomes depend on the value of the answer and which player gets the correct answer first. Players also determine each problem by selecting an "offense" and a "defense". Special features include options to pass or run, punts, field goals, penalties, a clock, and help routines when neither player can find the solution. Three versions are included on the disk: *Operations with Integers, Algebraic Expressions*, and *Solving Equations*. Requires 48K.

> *"Students find the program both entertaining and challenging...a great game."*
> -The Mathematics Teacher

CAE-F010B-AP 5.25" disk only, w/backup.	**$39.95**
CAE-F010L-AP Lab pack of 5.	**$104.95**



```
     Successes        351
Trials completed     4757

      Outcome: Sum = 30
Space Bar: Next trial     A: Auto mo
E: Exit                   ?: Stat
```

PROBABILITY LAB

Grades: 7 - 12

Probability Lab is a utility that allows students and teachers to design and run a variety of probability experiments. Experiments can be viewed graphically in a "step mode" or quickly run in "auto mode." Options are available to define success and to predict the success prior to running the experiment. At the conclusion, the theoretical (expected) results can also be displayed with the actual results and the optional predicted results. Menu Options:

*Flip Coins - design experiments flipping up to ten coins per trial

*Roll Dice - design experiments rolling up to ten dice per trial. Each die can have between two and twenty faces

*Draw Cards - design experiments drawing up to ten cards per trial from a standard deck. Cards can be reshuffled or discarded following each draw

*Spin Wheels - design experiments spinning up to five wheels per trial. Each wheel can have up to twenty divisions and contain any combination of six different objects

*Draw Marbles - design experiments drawing up to ten marbles per trial from a bag containing up to one hundred marbles. There are six different colors of marbles available.

*Pick Numbers - design experiments picking up to ten numbers per trial from a group of up to one hundred numbers. The computer randomly picks up to ten numbers that are then compared to those you picked. Requires 128K.

MEC-262 -AP 5.25" disk	**$59.00**
MEC-262L-AP Lab pack of 5.	**$149.00**
MEC-262 -AP3 3.5" disk	**$59.00**
MEC-262L-AP3 Lab pack of 5.	**$149.00**

ALGEBRA DRILL & PRACTICE I

Grades: 9 & up

The programs include example problems and their detailed, step-by-step instruction. Students gain practice in the following: algebraic signs, operation with numeric and algebraic fractions, percents, equations of lines, simplification of algebraic expressions, and word problems. Requires 64K

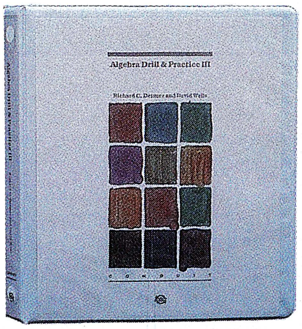
CON-229-AP 5.25" disk.	**$140.00**
CON-229L-AP Lab pack of 6.	**$280.00**

ALGEBRA DRILL & PRACTICE II

Grades: 9 & up

This package includes: solving linear equations and systems of linear equations in two or three variables, equations and inequalities involving absolute values, simplifying expressions with integral exponents, factoring linear and quadratic expressions, x-intercept and the vertex of parabolic graphs, and solving inequalities. Requires 64K.

CON-325-AP 5.25" disk.	**$140.00**
CON-325L-AP Lab pack of 6.	**$280.00**



ALGEBRA DRILL & PRACTICE III

Grades: 9 & up

This new package includes drills in functional notation, radicals, rationalizing fractions, and fractional equations. Students begin with a specific topic, such as fractional equation. In response, the program displays a short description of the topic and then prompts for the level of difficulty of the exercises. After students make a selection, they may ask to see a sample problem and its step by step solution or they may begin work on the exercises themselves. Requires 64K.

CON-416-AP 5.25" disk.	**$140.00**
CON-416L-AP Lab pack of 6.	**$280.00**

ORDER OF OPERATIONS

Grades: 8 - 12

This disk combines practice in simplifying numerical expressions, an arcade-style reward game, and a management system. Students choose from four lessons: 1) simplifying expressions containing two, three, or four operations; 2) simplifying expressions containing one or two sets of parentheses; 3) simplifying expressions containing a fraction bar, parentheses, and/or brackets; and 4) simplifying expressions containing negative numbers. Before beginning a lesson, students may choose to see the rules on the order of operations.

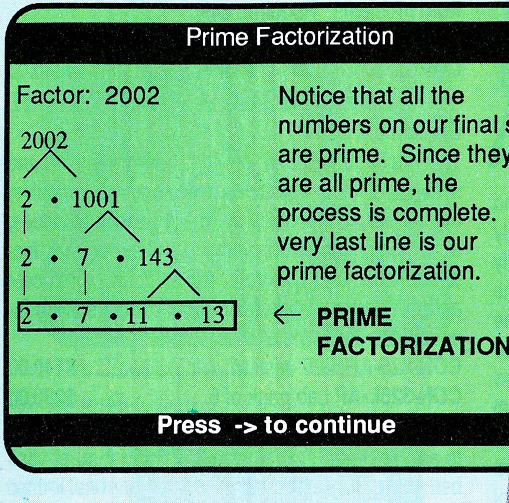
The problems are randomly generated. Students have three chances to enter the correct answer. If they choose to use the help option, they are led through the problem step by step. Each step is checked and appropriate reinforcement is given. At the end of each run of problems, students who have scored a certain percent may play the arcade game. You may choose the number of problems in a run; turn the help option, the sound, or the reward game on or off; and choose the percent required to play the game. The student management system records 200 names, levels worked, and scores You may view, print, or delete all or individual records. Requires 64K.

G-176B-AP 5.25" disk w/backup.	**$59.95**
G-176L-AP Lab pack of 10.	**$179.95**
G-176B-AP3 3.5" disk w/backup.	**$59.95**
G-176L-AP3 Lab pack of 10.	**$179.95**

THE CONCEPTS & SKILLS SERIES

Grades: 7 & Up

Each title is a comprehensive treatment of its subject, designed for compatibility with the leading textbooks in use today. Using graphics and animation, each subject is brought to life. Students find themselves involved in the learning experience and are eager to learn more. The program first introduces and explains the concept to the student. Next, the student is shown examples that reinforce his or her understanding of the concept, and which show its application's use in solving problems. The student is then given the opportunity to apply what he or she has learned by solving a problem.
After attempting to solve the problem, the student can see a complete explanation.



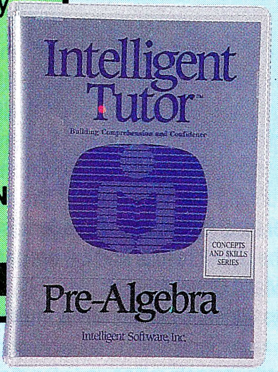
Prime Factorization

Factor: 2002

Notice that all the numbers on our final step are prime. Since they are all prime, the process is complete. very last line is our prime factorization.

2002
2 • 1001
2 • 7 • 143
2 • 7 • 11 • 13
← PRIME FACTORIZATION

Press -> to continue


Intelligent Tutor
Building Comprehension and Confidence
CONCEPTS AND SKILLS SERIES
Pre-Algebra
Intelligent Software, Inc.

PRE-ALGEBRA

Students learn the concepts and principles covered in a complete one year course in Pre-Algebra. Topics includes are:

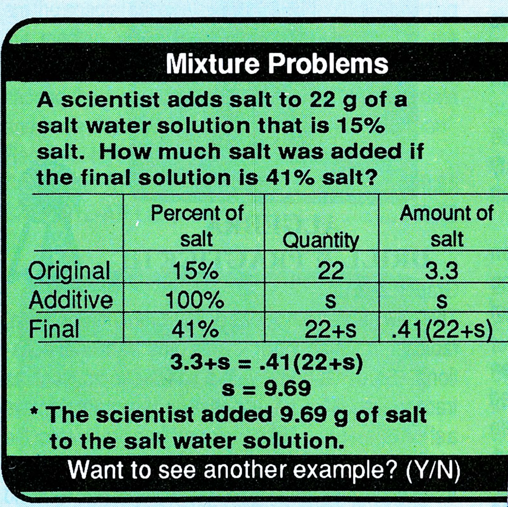
- Positive and Negative Numbers
- Expressions and Formulas
- Decimals
- Fractions
- Equations
- Percentages
- Inequalities

Apple Requires 64K

ING-7010-AP 5.25" only.	**$49.95**
ING-7010L-AP Lab pack of 10.	**$189.95**

Macintosh Requires Mac+ or higher, 1 MB, 800K disk driveSystem 4.1 or higher.

ING-7010-MAC 3.5" disk.	**$49.95**
ING-7010L-MAC Lab pack of 10.	**$189.95**



Mixture Problems

A scientist adds salt to 22 g of a salt water solution that is 15% salt. How much salt was added if the final solution is 41% salt?

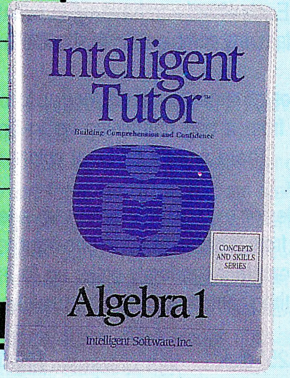
	Percent of salt	Quantity	Amount of salt
Original	15%	22	3.3
Additive	100%	s	s
Final	41%	22+s	.41(22+s)

$3.3+s = .41(22+s)$

$s = 9.69$

*** The scientist added 9.69 g of salt to the salt water solution.**

Want to see another example? (Y/N)


Intelligent Tutor
Building Comprehension and Confidence
CONCEPTS AND SKILLS SERIES
Algebra 1
Intelligent Software, Inc.

ALGEBRA 1

This program will help students master the fundamental concepts of elementary algebra, and develop their problem solving skills. The topics covered by *Algebra I* are as follows:

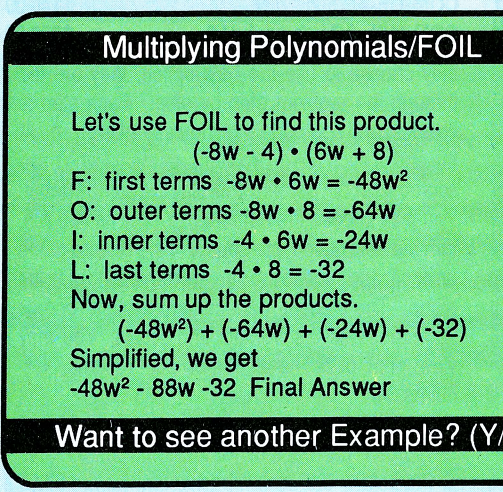
- Solving Word Problems
- Exponents and Powers
- Equations
- Factoring
- Inequalities
- Polynomials
- Lines and slope
- Quadratics

Apple Requires 64K

ING-7020-AP 5.25" only.	**$49.95**
ING-7020L-AP Lab pack of 10.	**$189.95**

Macintosh Requires Mac+ or higher, 1 MB, 800K disk driveSystem 4.1 or higher.

ING-7020-MAC 3.5" disk.	**$49.95**
ING-7020L-MAC Lab pack of 10.	**$189.95**



Multiplying Polynomials/FOIL

Let's use FOIL to find this product.

$(-8w - 4) \cdot (6w + 8)$

F: first terms $-8w \cdot 6w = -48w^2$

O: outer terms $-8w \cdot 8 = -64w$

I: inner terms $-4 \cdot 6w = -24w$

L: last terms $-4 \cdot 8 = -32$

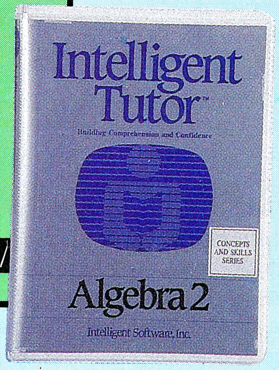
Now, sum up the products.

$(-48w^2) + (-64w) + (-24w) + (-32)$

Simplified, we get

$-48w^2 - 88w - 32$ Final Answer

Want to see another Example? (Y/


Intelligent Tutor
Building Comprehension and Confidence
CONCEPTS AND SKILLS SERIES
Algebra 2
Intelligent Software, Inc.

ALGEBRA 2

Students learn the concepts and principles covered in a complete year course in intermediate algebra.

- Equations and Inequalities
- Linear Equations
- Systems of 2 and 3 Equations
- Polynomials
- Roots and radicals
- Quadratic Equations and Functions
- Conic Sections

Apple Requires 64K

ING-7030-AP 5.25" only.	**$49.95**
ING-7030L-AP Lab pack of 10.	**$189.95**

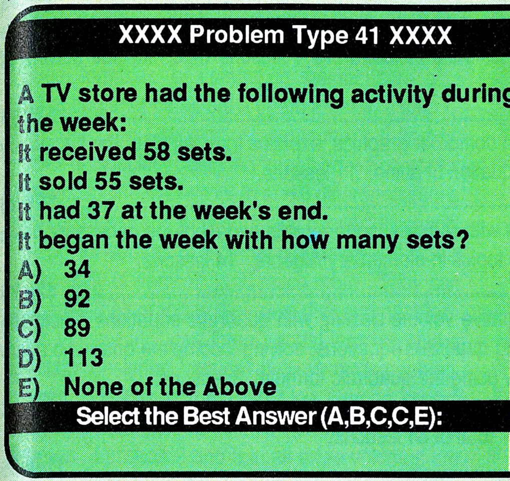
Macintosh Requires Mac+ or higher, 1 MB, 800K disk driveSystem 4.1 or higher.

ING-7030-MAC 3.5" disk.	**$49.95**
ING-7030L-MAC Lab pack of 10.	**$189.95**

THE PRACTICE & REVIEW SERIES

Grades: 7 & Up

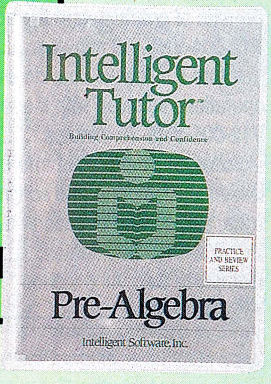
This is an outstanding supplement to classroom instruction. Easy-to-follow menu choices allow the student to progress sequentially through each progrom, or to focus directly on specific topic area. In *Practice Mode* students are able to develop their problem solving skills, and review and master basic principles and concepts in particular topic areas. This mode gives students the opportunity to solve a wide variety of problems and to see explanations which demonstrate how basic principles can be used to solve these problems. In *Test Mode*, students are presented with a number of problems. They are shown an analysis of their performance. Areas of strength and weakness are also identified.



XXXX Problem Type 41 XXXX

A TV store had the following activity during the week:
It received 58 sets.
It sold 55 sets.
It had 37 at the week's end.
It began the week with how many sets?
A) 34
B) 92
C) 89
D) 113
E) None of the Above

Select the Best Answer (A,B,C,C,E):


Intelligent Tutor™
Building Comprehension and Confidence
PRACTICE AND REVIEW SERIES
Pre-Algebra
Intelligent Software, Inc.

PRE-ALGEBRA

This program will improve students understanding of concepts and principles.

Arithmetic Skills

- Positive and Negative Numbers
- Number Line
- Scientific Notation
- Addition & Subtraction of +/- Numbers
- Word Problems
- Definitions

Algebraic Skills

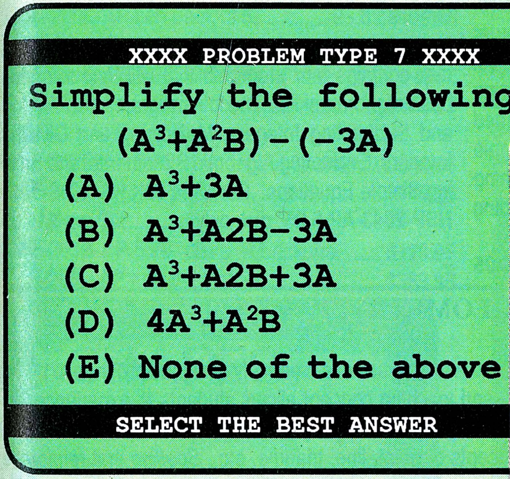
- Variables• Equations
- Formulas• Solving Equations
- Linear Terms

Apple Requires 64K

ING-2001-AP 5.25" only.	**$49.95**
ING-2001L-AP Lab pack of 10.	**$189.95**

Macintosh Requires Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.

ING-2001-MAC 3.5" disk.	**$49.95**
ING-2001L-MAC Lab pack of 10.	**$189.95**



XXXX PROBLEM TYPE 7 XXXX

Simplify the following:

$(A^3+A^2B)-(-3A)$

(A) A^3+3A

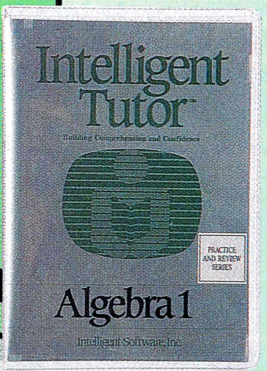
(B) $A^3+A2B-3A$

(C) $A^3+A2B+3A$

(D) $4A^3+A^2B$

(E) None of the above

SELECT THE BEST ANSWER


Intelligent Tutor™
Building Comprehension and Confidence
PRACTICE AND REVIEW SERIES
Algebra 1
Intelligent Software, Inc.

ALGEBRA 1

This program helps students develop skills in elementary algebra and improve understanding of concepts and principles.

Review of Arithmetic - Basic rules of arithmetic, Addition and Subtraction of fractions, Comparison of fractions

Elementary Operations - Addition & Subtraction of polynomials, Multiplications of polynomials, Elementary factoring I & II, D = R X T

Advanced Operations - Intermediate factoring, Simplifying radicals I & II, Exponents rules, Pythogorean theorom, Intermediate word problems I &II

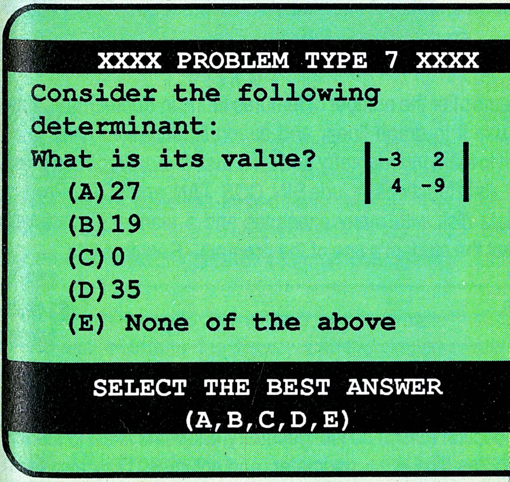
Functions and Miscellaneous Topics - Coordinate geometry, Lines in the plane Solving an inequality, Absolute value function

Apple Requires 64K

ING-2002-AP 5.25" only.	**$49.95**
ING-2002L-AP Lab pack of 10.	**$189.95**

Macintosh Requires Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.

ING-2002-MAC 3.5" disk.	**$49.95**
ING-2002L-MAC Lab pack of 10.	**$189.95**



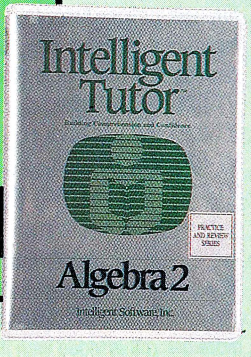
XXXX PROBLEM TYPE 7 XXXX

Consider the following determinant:

What is its value? $\begin{vmatrix}-3 & 2\\ 4 & -9\end{vmatrix}$

(A)27
(B)19
(C)0
(D)35
(E) None of the above

SELECT THE BEST ANSWER
(A,B,C,D,E)


Intelligent Tutor™
Building Comprehension and Confidence
PRACTICE AND REVIEW SERIES
Algebra 2
Intelligent Software, Inc.

ALGEBRA 2

Algebra 2 will help students develop their problem solving skills in intermediate algebra, and improve their understanding of concepts and principles.

Systems of equations and determinants - Definitions/concepts

Systems of two equations: solutions, Systems of three equations: solutions , Determinants (2 x 2), (3 x 3)

Polynomials and Rational Functions - Polynomials - elementary Sequences, Polynomials - roots , Complex numbers Absolute value

Functions and Conics - Definitions/Concepts Logarithms, Equations - parameters , Exponents - integers , Functions - comparisons , Curves in the plane , Conics - analytic

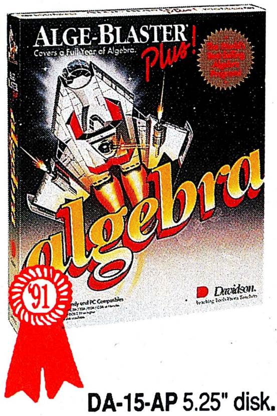
Apple Requires 64K

ING-2003-AP 5.25" only.	**$49.95**
ING-2003L-AP Lab pack of 10.	**$189.95**

Macintosh Requires Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.

ING-2003-MAC 3.5" disk.	**$49.95**
ING-2003L-MAC Lab pack of 10.	**$189.95**

ALGE-BLASTER PLUS



Grades: 7 - 12

Alge-Blaster Plus contains over 670 problems covering 21 different topics in five different areas of algebra: Positive/Negative Numbers, Mono- and Polynomials, Factoring Poly- and Trinomials, Solving Equations and Systems of Equations. Three activities included are Study the Steps, Build Your Skill, and Solve It. They help the student understand the algebraic process and learn the basic approach to solving equations.

Apple Requires 128K Apple IIe, IIc, IIgs, extended 80 col. card.

DA-15-AP 5.25" disk.	$33.95
DA-15L-AP Lab pack of 5.	$139.95
DA-15-AP3 3.5" disk.	$33.95
DA-15L-AP3 Lab pack of 5.	$139.95

Macintosh Requires 1 MB (2 MB for color), system 6.04 or higher.

DA-15-MAC 3.5" disk.	$41.95
DA-15L-MAC Lab pack of 5.	$159.95

ALGEBRA I VIDEO SERIES

Volume 1: Includes the Pre-Algebra curriculum: equations containing parentheses, absolute value equations, and equations containing more than one variable. 17 lessons.

V12-001-VHS 103 minutes. $29.95

Volume 2: This volume teaches the student all of the necessities of factoring pollynomials, trinomials, the difference of two squares and how to factor expressions . 7 lessons.

V12-002-VHS 47 minutes. $29.95

Volume 3: This volume teaches the student how to add, subtract, multiply and divide fractional algebraic expressions. Also included are 4 lessons which include solving of fractional equations. 12 lessons.

V12-003-VHS 86 minutes. $29.95

Volume 4: This volume, using computer graphics, explains in detail all of the necessary aspects of graphing and the equation of a line. 11 lessons.

V12-004-VHS 63 minutes. $29.95

Volume 5: This volume deals with radicals, square roots and all of the necessary basic operations involved with these topics in elementary Algebra. 14 lessons.

V12-005-VHS 76 minutes. $29.95

Volume 6: A short but informative volume dealing with quadratic equations. Including lessons of factoring and solving quadratic equations, solving incomplete quadratic equations, and solving equations by using the quadratic formula. 3 lessons.

V12-006-VHS 30 minutes. $29.95

Complete Set: All 6 videos. A total of 64 lessons.

V12-010-VHS. $149.95

PRE-ALGEBRA

Grades: 5 - 9

Another video in the Basic Math Series, which pays attention to covering the necessary topics, while being: *Professional:* experienced teachers present the material. *Motivating:* color computer graphics convey academically sound concepts. *Easily monitored*: students use suggested pre and post test. *Integrated:* companion workbook reinforces each video, so mastery is attained through students utilizing sight, sound and writing skills. The curriculum includes: Addition of Signed Numbers, Subtraction of Signed Numbers, Multiplication of Signed Numbers, Division of Signed Numbers, Combining Like Terms Simple Equations, Solving Equations by Using 2 or more operations, Combining Like Terms to Solve Equations, Graphing Solution Sets/Number Lines, Review of Signed Numbers, Evaluating Algebraic Expressions, Adding Monomials, Multiplying Monomials, Dividing Monomials, Adding and Subtracting Polynomials

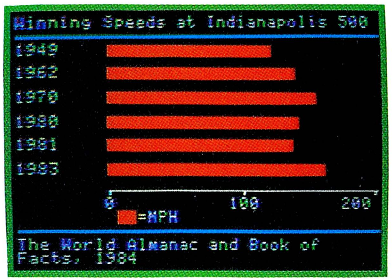
V12-104-VHS 90 minutes. $29.95

ALGEBRA

Grades: 6 - 9

Help your students learn the basics of Algebra. This disk contains four programs that will help reinforce basic algebraic skills. The four programs are: Adding and Subtracting Integers, Multiplying and Dividing Integers, Evaluating Algebraic Statements, and Solving Simple Equations. Requires 48K.

NSP-2043-AP 5.25" disk only. $19.95


Winning Speeds at Indianapolis 500
1949
1962
1970
1980
1981
1983
0
100
200
=MPH
The World Almanac and Book of Facts, 1984

EXPLORING TABLES AND GRAPHS I

Grades: 1 - 3

Youngsters experiment with tables... and picture, bar, line, and area graphs. Fun to play games and topics like satellites, women in industry, per capita income and more - build reasoning and problem solving skills! Requires 48K.

XR-8533-AP 5.25" disk.	$49.95
XR-8533L-AP Lab pack of 6.	$119.95

EXPLORING TABLES AND GRAPHS II

Grades: 3 & up

An introduction to the way graphs work and how they're used. Children learn about tables... and bar, picture and area graphs. Fun applications and games feature topics like endangered species, world languages and populations, and more! Requires 48K.

XR-8542-AP 5.25" disk.	$49.95
XR-8542L-AP Lab pack of 6.	$119.95

GEOMETRY! PART 1

Grades: K - 5

Basic geometry is explored from A to Z by use of a creatively designed program to pique student interest. The Montessori teaching concept allows students to experience the relationship of polygons on several levels. The program contains: *Illustrations* that give meaning to the abstract concepts of point, line, triangle, etc., *Spelling* that reinforces visually the connection between a shape and its correctly spelled name, *Quiz* to test the understanding and recogniton of shapes, *Drawing*, a creative tool for circles, triangles, and other polygons. Requires 48K.

KM-9172-AP5.25" disk. $29.95

SUPERGRAPH

Grades: 7 & up

Few functions plotting programs offer the number of features found in *SuperGraph.* First year algebra students can use it to graph linear and quadratic equations, and more advanced students can use it to learn trigonometry and calculus. *SuperGraph* can graph any user-defined function. Built-in functions include SIN, COS, TAN, and SQR. Product includes a program disk, data disk with many examples and a teacher's guide with reproducible masters to direct the student's use of the program. Requires 64K.

VT-026-AP 5.25" disk.	$59.95
VT-026L-AP Lab pack of 10.	$149.95
VT-026-AP3 3.5" disk.	$59.95
VT-026L-AP3 Lab pack of 10.	$149.95

BASIC GEOMETRY

Terrific introduction to high school geometry. Students learn to identify geometric figures, find area, perimeter, and volumes. They also learn different types of angles, identify coordinate points on a plane, and much more using this video with its accompanying workbook.

V12-207-VHS 62 minutes. $29.95

Critic's Choice

READING AND MAKING GRAPHS

Grades: 4 - 12

Students can make a circle graph depicting the results of the 1964 Presidential election, decipher line graphs, showing TV ratings sweeps, or solve a whimsical bar graph problem in which soccer teams from New Jersey purchase new jerseys for their team. If they need help, there are graphic clues to illustrate interpolation techniques, formulas for computing the measure of a central angle, or complete a graph a bar at a time.

With Keyboard Graphing, students make their own graphs on specially designed "graph board' computer screens. Using the keyboard and 8 different cursors, they can draw bars, plot points and connect them with lines, color sectors of a circle, type titles and labels horizontally or vertically and much more. They can also save their graph to their own disk and print it.

Each volume includes three tutorial lessons plus a specially designed version of Keyboard graphing. Lesson 1 in Bar graphs and Line Graphs covers scales; in Circle Graphs Lesson 1 covers percent and degrees. Lessons 2 and 3 in all three volumes are about interpreting and making graphs. Requires 48K.

Vol 1 Bar Graphs

CAE-200B-AP 5.25" disk only, w/backup. **$49.95**

CAE-200L-AP Lab pack of 5. .... **$149.95**

Vol 2 Line Graphs

CAE-201B-AP 5.25" disk only, w/backup. **$49.95**

CAE-201L-AP Lab pack of 5. .... **$149.95**

Vol 3 Circle Graphs

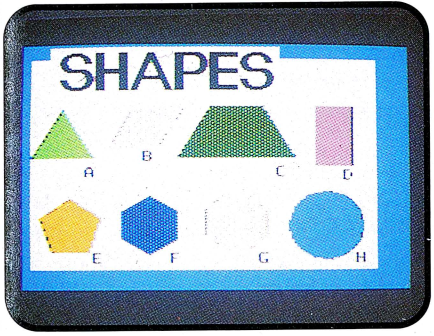
CAE-202B-AP 5.25" disk only, w/backup. **$49.95**

CAE-202L-AP Lab pack of 5. .... **$149.95**

Complete Set

CAE-203B-AP 5.25" disks, w/backups. **$129.95**

CAE-203L-AP Lab pack of 5. .... **$389.95**



GEOART

Grades: 4 - 9

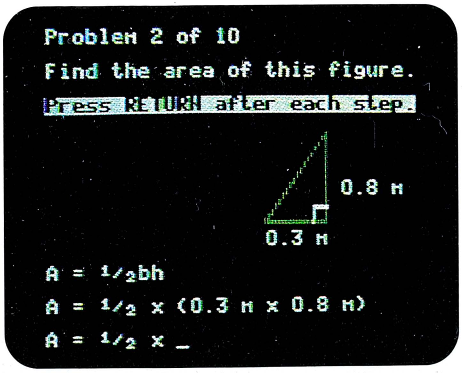
Geoart a is collection of programs that provides computer assisted instruction for developing an understanding of concepts in geometry and art. The learning system includes a shapes game for learning names and characteristics of common geometrical figures, perimeter and area drills, a drawing game which allows the user to draw a figure, and then rotate, reflect and transform the figure, and the designs program which allows the user to experiment with a variety of computer graphics utilities. Requires 64K.

VT-26-AP 5.25" disk. **$59.95**

VT-26L-AP Lab pack of 10. .... **$149.95**

VT-26-AP3 3.5" disk. **$59.95**

VT-26L-AP3 Lab pack of 10. .... **$149.95**



```
Problem 2 of 10
Find the area of this figure.
Press RETURN after each step.

                    0.8 m
             0.3 m

A = 1/2bh
A = 1/2 x (0.3 m x 0.8 m)
A = 1/2 x _
```

PERIMETER, AREA, AND VOLUME

Critic's Choice

Grades: 5 - 10

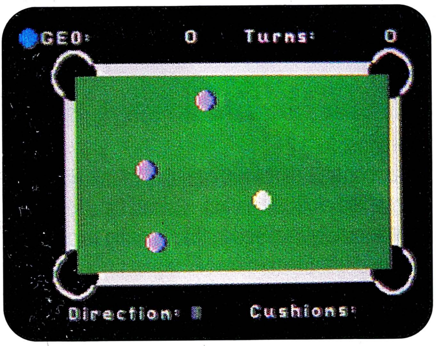
Students choose a lesson and then a level. In *Perimeter*, the levels are polygons, circles, (circumference), and mixed practice. In *Area*, the levels are rectangles, triangles, circles, parallelograms, trapezoids, and mixed practice. In *Volume*, the levels are rectangular prisms, triangular prisms, cylinders, and mixed practice. To complete each problem in a run, students select the correct formula, substitute values, and enter a final answer. The student management system records the student's name, the level worked, the score, and the percent correct. Requires 48K.

G-126B-AP 5.25" disk w/backup. **$59.95**

G-126L-AP Lab pack of 10. .... **$179.95**

G-126B-AP3 3.5" disk w/ backup. **$59.95**

G-126L-AP3 Lab pack of 10. .... **$179.95**



GEO-POOL AND GEO-BILLIARDS

Grades: 5 and above

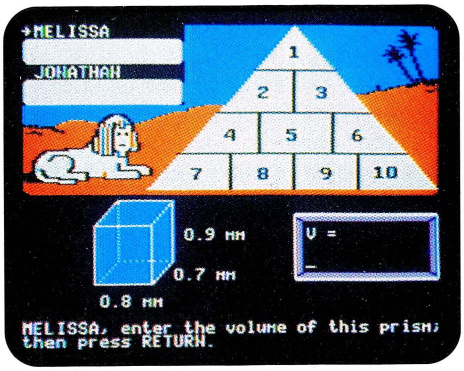
These simulations develop skill in estimating angles and knowing directions between 0 and 360. Played by one to four players, *Pool* and *Billiards* have many variations and can benefit students of all abilities.

GEO-Pool is played with a cue ball and three object balls on a table with four corner pockets. A point is scored when the player hits the cue ball so that it causes an object ball to go into a pocket.

GEO-Billiards is played with a cue ball and a single object ball on a table with no pockets. The players must hit the cue ball so that it caroms off a least one cushion and then strikes the object ball. To score points, the player must correctly call the number of cushions before the shot. Requires 48K.

CAE-C011B-AP 5.25" disk only, w/backup. .. **$39.95**

CAE-C011L-AP Lab pack of 5. .... **$104.95**



MELISSA, enter the volume of this prism; then press RETURN.

SPHINX'S SECRET: A PERIMETER, AREA, AND VOLUME GAME

NEW '91 RELEASE

Grades: 5 - 10

In this one- or two-player game, student archaeologists collect Egyptian artifacts by solving perimeter, area, and volume problems. Each correctly solved problem opens a block in the pyramid and reveals an artifact or, if players are lucky, a mummy. The player who collects the most artifacts or finds the mummy, wins the game.

Students may choose to answer questions about: 1) Perimeter, 2) Area: Square, 3) Area: triangle, 4) Area: Trapezoid, 5) Circles: circumference, 6) Circles: Area 7) Volume: Rectangular Prism, and 8) Volume: Cylinders. All of the lessons include word problems. After solving a problem, students must enter the correct answer including units. If an answer is incorrect, students are told the correct answer before they are allowed to continue.

The management system records the student's name, level of problems worked, the number of problems worked, the number of problems correct. The system holds as many as 200 names. You may view, print, or delete all or individual student records. Players may turn the sound on or off. Requires 64K.

G-186B-AP 5.25" with backup. **$59.95**

G-186L-AP Lab pack of 10. .... **$179.95**

G-186B-AP3 3.5" with backup. **$59.95**

G-186L-AP3 Lab pack of 10. .... **$179.95**

GEOMETRY I: PLANELY SIMPLE

Grades: 6 - 10

Balances the abstract concepts and practical applications of plane geometry. Tutorial mode gives explanations for every answer choice, correct and incorrect. Help screens and practice are given on important concepts. Test mode operates without help given, but re-gives missed questions in the tutorial mode. Scoring in both modes. Contains lessons and review of geometric figures with a comprehensive look at lines and angles. Examines triangles, quadrilaterals, and other polygons. Strong emphasis on problem-solving and applications, including perimeter, circumference, areas of polygons and circles. Manual includes tests, puzzles and worksheets. Requires 48K.

WA-106-AP 5.25" disk. **$49.00**

Geometry

AP MAC

COORDINATE GEOMETRY

Grades: 7 - adult

Coordinate Geometry features tutorials which introduce students to the Cartesian plane and lead to independent exploration of coordinate geometry. A graphic equation processor allows the student to define an equation and the computer automatically graphs it. The quiz mode randomly generates unique problems. Topics include (x, y) coordinate, locus of points, Cartesian plane, lines y=x, y=x+b, y=mx, y=mx+b.

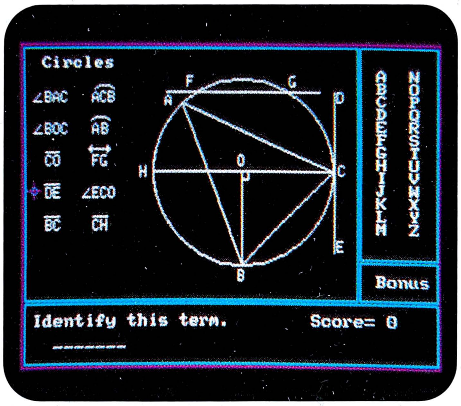
Apple Requires 64K	
VT-24-AP 5.25" disk.	**$59.95**
VT-24L-AP Lab pack of 10.	**$149.95**
VT-24-AP 3.5" disk.	**$59.95**
VT-24L-AP Lab pack of 10.	**$149.95**
Macintosh Requires 64K	
VT-24-MAC 3.5" disk.	**$59.95**
VT-24L-MAC Lab pack of 10.	**$149.95**

SUPERPLOT

Grades: 8 and up

SuperPlot graphs any polynomial, trigonometric, logarithmic, exponential function - up to 5 at a time. Try functions impossible with traditional methods. Superimpose graphics to compare them. Scroll functions left, right, up or down to investigate key areas of interest. Zoom in or out on either axis or on both axes simultaneously. Change limits, functions, or graphing modes with ease. *SuperPlot* inputs and displays functions in standard algebraic notation just as students are accustomed to writing them - with raised exponents, and all. Requires 64K.

ES-21-AP 5.25" disk.	**$49.95**



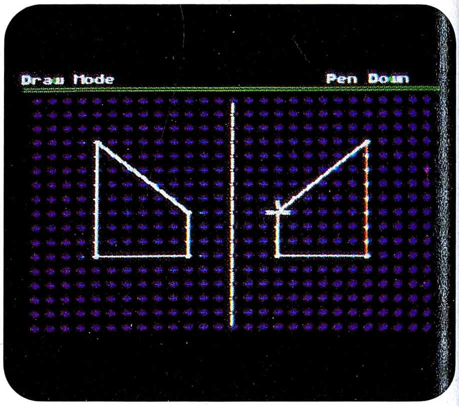
Identify this term. Score= 0

GEOMETRY CONCEPTS

Grades: 7 - 12

The features of *Geometry Concepts* make it a very valuable tool for overcoming the difficulty that many students have in learning geometry. *Geometry Concepts* helps students learn the terminology and the informative lessons make it an essential tool for any teacher who uses computers for mathematics instruction. *Geometry Concepts* is an interactive tutorial and learning game with a database of geometric terms and a multiple choice quiz generating facility. Topics include: basic concepts, angles and triangles, circles, area and perimeter, planer figures, and solid figures.

Apple Requires 64K	
VT-025-AP 5.25" disk.	**$59.95**
VT-025L-AP Lab pack of 10.	**$149.95**
VT-025-AP3 3.5" disk.	**$59.95**
VT-025L-AP3 Lab pack of 10.	**$149.95**
Macintosh Requires 64K	
VT-027-MAC 3.5" disk.	**$59.95**
VT-025L-MAC Lab pack of 10.	**$149.95**

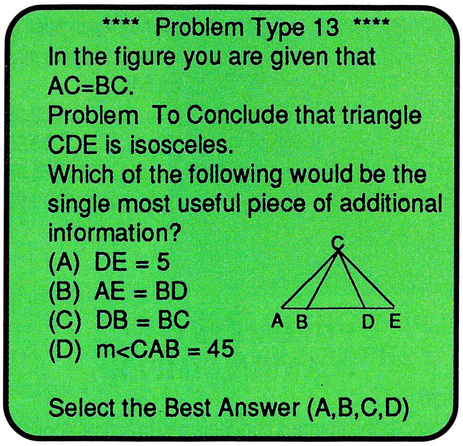


BEGINNING GEOMETRY

Grades: 4 - 8

Introduce geometry in an exciting way with this activity-based learning program. The program provides activities which stress the vocabulary of geometry using a game-like format. Students will explore basic concepts using a geoboard and simulated tangrams. Also, the progam provides drill and practice in finding the area and perimeter of geometric figures. *Beginning Geometry* encourages exploration and helps to develop an understanding of fundamental geometric concepts using a hands-on, interactive approach. The program is supported by reproducible worksheets to guide students at the computer and provide follow-up learning. Requires 64K.

VT-16-AP 5.25" disk.	**$49.95**
VT-16L-AP Lab pack of 10.	**$139.95**
VT-16-AP3 3.5" disk.	**$49.95**
VT-16L-AP3 Lab pack of 10.	**$139.95**



**** Problem Type 13 ****

In the figure you are given that AC=BC.

Problem To Conclude that triangle CDE is isosceles.

Which of the following would be the single most useful piece of additional information?

(A) DE = 5

(B) AE = BD

(C) DB = BC

(D) m<CAB = 45

Select the Best Answer (A,B,C,D)

CONCEPTS & SKILLS:GEOMETRY

Grades: 9 - 12

Concepts & Skills is a genuine breakthrough in educational software for mathematics instruction. Using graphics and animation, *Concepts & Skills* brings its subjects to life. Students will find themselves dynamically involved in the learning experience.

- Basic Elements
- Intersecting and Parallel Lines
- Triangles and Triangle Congruence
- Quadrilaterals
- Circles
- Constructions
- Right Triangles
- Areas and Perimeters
- Proofs

Apple Requires 64K	
ING-0040-AP 5.25 only.	**$49.95**
ING-0040L-AP Lab pack of 10.	**$189.95**
Macintosh Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.	
ING-0040-MAC 3.5" disk.	**$49.95**
ING-0040L-MAC Lab pack of 10.	**$189.95**

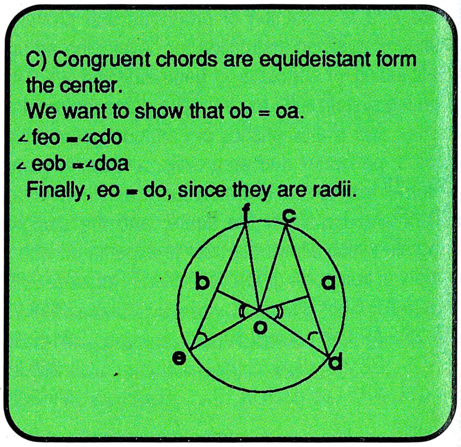
PRACTICE & REVIEW:GEOMETRY

Grades: 9 - 12

The Intelligent Tutor *Practice & Review* is designed to help students improve their skills and understanding at all levels of high school math. This program provides an outstanding means for students to develop problem solving skills, improve their understanding of concepts and principles, and build their confidence.

- Introductory Material and Arithmetic Review
- Figures Involving Triangles
- Figures Involving Parallels
- Figures involving Circles and Polygons

Apple Requires 64K	
ING-0041-AP 5.25 only.	**$49.95**
ING-0041L-AP Lab pack of 10.	**$189.95**
Macintosh Mac+ or higher, 1 MG RAM, 800K disk drive, System 4.1 or higher.	
ING-0041-MAC	**$49.95**
ING-0041L-MAC Lab pack of 10.	**$189.95**



C) Congruent chords are equideistant form the center.

We want to show that ob = oa.

∠ feo = ∠cdo

∠ eob = ∠doa

Finally, eo = do, since they are radii.

PROBABILITY

Grades: 9-College

Your video professor reviews the standard topics of probability covered in high school or college courses as he solves and explains 142 problems on the chalkboard. Includes Introduction to Probability, Simple Probability, Joint Probability, Additions Rule, Multiplication Rule, Counting Principles, Permutations, Probability and Permutations, Combinations, Binomial Distribution, Conditional Probability, Bayes' Rule, and Expected Value of a Probability Distribution. A study guide is included in this 2 tape set.

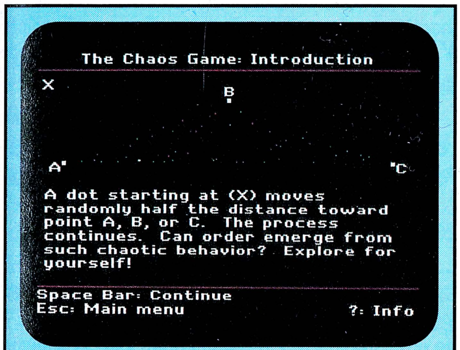
V70-294-VHS 240 minutes. **$89.00**

STATISTICS

Grades: 10-College

This comprehensive video review is a course which follows a standard textbook. It makes statistics easy to learn for high school, or college students studying Business, Economics, Psychology, Education, Health and Biological Sciences, Social Sciences or Liberal Arts. Includes definitions, review of summation notation, descriptive statistics, data presentation (tables and charts), normal distribution and sampling distribution of the mean, confidence intervals and sample size determination, one sample tests of hypothesis, testing differences between the means of two groups, testing for proportion and chi square tests, regression and correlation, and analysis of variance. A study guide is included in this 3 tape set.

V70-308-VHS 360 minutes. **$129.95**



The Chaos Game: Introduction

A dot starting at (X) moves randomly half the distance toward point A, B, or C. The process continues. Can order emerge from such chaotic behavior? Explore for yourself!

Space Bar: Continue
Esc: Main menu
?: Info

NEW
'92 RELEASE

EXPLORING CHAOS

Grades: 7 - 12

Introduce the kids in your class to the topics of chaos, fractals, and dynamic systems with a variety of games and activities. Included among the activities are the classic games "Life" and "Chaos." Open-ended design encourages exploration. Modern topics bring a new excitement into the classroom. Requires 128K.

MEC-316 -AP 5.25" disk **$59.00**
MEC-316L-AP Lab pack of 5. .... **$149.00**
MEC-316 -AP3 3.5" disk **$59.00**
MEC-316L-AP3 Lab pack of 5. .... **$149.00**

PRE-CALCULUS

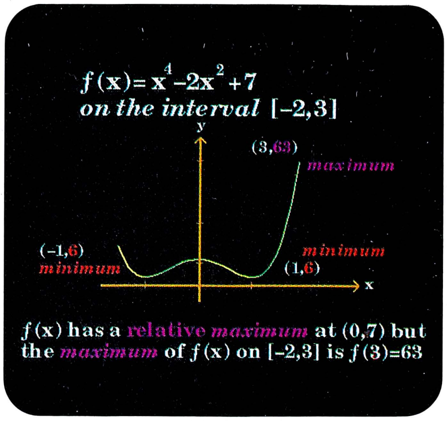
Grades: 11 - college

Five no-nonsense videotapes review algebra and take it so much further! This stepping stone toward college math features dynamic modules that introduce mathematical functions and their graphs. Pre-calculus translates the abstract into vivid, multi-dimensional images that enable viewers to grasp difficult concepts at a glance thru clear and concise explanations. Additionally, students are involved thru interactive exercises throughout the tapes students are told to press the "Pause" button and then to try the exerces and then to press the "Play" button and check their answers with the solutions shown by master teachers. 1990 Release.

Tape 1: The Number System, Inequalities and Intervals, Absolute Value, Exponents and Radicals
V54-400-VHS 55 minutes. **$59.95**

Tape 2: Graphs in the Coordinate Plane, The Distance formula, Graphs and Equations, Circles in the Plane
V54-401-VHS 50 minutes. **$59.95**

Tape 3: Functions, Domain, Range & Graph of a Function, Graphing Techniques, Linear Functions & Graphs
V54-402-VHS 54 minutes. **$59.95**



$f(x)=x^4-2x^2+7$ on the interval $[-2,3]$

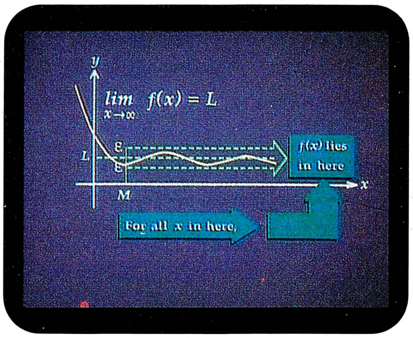
$f(x)$ has a relative maximum at $(0,7)$ but the maximum of $f(x)$ on $[-2,3]$ is $f(3)=63$

Tape 4: The Algebra of Functions nad Composition, One-to-One Functions and Inverses
V54-403-VHS 40 minutes. **$59.95**

Tape 5: Quadratic Functions, Polynomial Functions and graphs, Fraphing Rational Functions
V54-404-VHS 51 minutes. **$59.95**

Complete Series
V54-405-VHS 4 hours 10 minutes. **$269.75**

Example: Determine θ for Max. Range
y
θ
x



CALCULUS

Grades: College

Calculus. The word alone fills many students with dread. They expect calculus to be difficult and dull. Bold computer graphics let your students see curves shift before their eyes as functions change. Real life applications of "maximum and minimum" bring theory to life as students learn how calculus will help them reach career goals in medicine, mathematics, engineering, architecture and more. With these video tapes, you'll illustrate how calculus lets pediatricins chart an infants projected weight and how coaches determine a footballs maximum height when tosseed into the air. You will have your students' undivided attentions. This video series is available as a companion to Calculus (4th edition) by Larson, Hostetler and Edwards and in a stadard version. Standard version will be shipped unless you specify otherwise. 1991 Release.

Calculus Semester 1

Tape 1: Limites and Their Properties
V54--500-VHS 64 minutes. **$59.95**

Tape 2: Differentiation, Part 1
V54-501VHS 60 minutes. **$59.95**

Tape 3: Differentiation, Part 2
V54-502-VHS 60 minutes. **$59.95**

Tape 4: Applications of Differentiation, Part 1
V54-503-VHS 50 minutes. **$59.95**

Tape 5: Applications of Differentiation, Part 2
V54-504-VHS 53 minutes. **$59.95**

Tape 6: Applications of differentiation, Part 3
V54-505-VHS 53 minutes. **$59.95**

Complete Set, Calculus Semester 1
V54-506-VHS 5 hours 35 minutes. **$325.00**

Calculus Semester 2

Tape 7: Integration, Part 1
V54-506-VHS 62 minutes. **$59.95**

Tape 8: Integration, Part 2
V54-507-VHS 47 minutes. **$59.95**

Tape 9: Logarithmic and Exponential Functions
V54-508-VHS 58 minutes. **$59.95**

Tape 10: Other Transcendental Functions
V54-509-VHS 61 minutes. **$59.95**

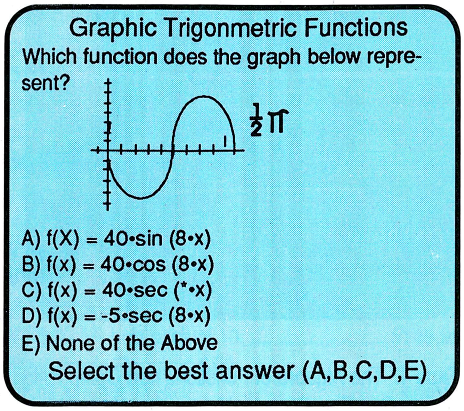
Tape 11: Applications of Integration
V54-510-VHS 65 minutes. **$59.95**

Tape 12: Integration Techniques
V54-511-VHS 63 minutes. **$59.95**

Tape 13: More Integration Techniques
V54-512-VHS 73 Minutes. **$59.95**

Complete Set, Calculus Semester 2
V54-513-VHS 7 hours. **$390.00**

TRIGONOMETRY AND ADVANCED TOPICS



Graphic Trigonmetric Functions

Which function does the graph below represent?

A) f(X) = 40•sin (8•x)
B) f(x) = 40•cos (8•x)
C) f(x) = 40•sec (*•x)
D) f(x) = -5•sec (8•x)
E) None of the Above

Select the best answer (A,B,C,D,E)

TRIGONOMETRY AND ADVANCED TOPICS CONCEPTS & SKILLS

Grades: 11 - 12

This Intelligent Tutor program will help students learn the concepts and skills covered in a complete one year course in trigonometry and other topics presented in the third and fourth year of high school math curriculums. Program features a step by step approach.

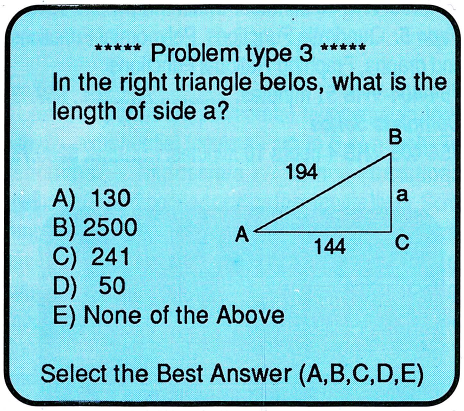
Topics include trigonometric functions, identities, solving equations, right triangles, series and progressions, and probability and statistics.

Apple Requires 48K

ING-0025-AP 5.25 only.	$49.95
ING-0025L-AP Lab pack of 10.	$189.95

Macintosh Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.

ING-0025-MAC 3.5" disk.	$49.95
ING-0025L-MAC Lab pack of 10.	$189.95



***** Problem type 3 *****

In the right triangle belos, what is the length of side a?

A) 130
B) 2500
C) 241
D) 50
E) None of the Above

Select the Best Answer (A,B,C,D,E)

TRIGONOMETRY AND ADVANCED TOPICS PRACTICE & REVIEW

Grades: 11 - 12

This program, part of the Intellegent Tutor series will help students develop their problem solving skills in trigonometry and other topics presented in the third and fourth year of high school math curriculums, and improve their understanding of concepts and principles. Direct Approach method. The topics covered include introduction to trigonometry, advanced trigonometry, complex numbers and vectors, and probability and statistics.

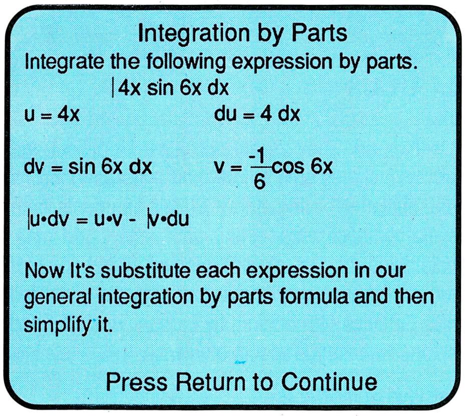
Apple Requires 48K

ING-0030-AP 5.25 only.	$49.95
ING-0030L-AP Lab pack of 10.	$189.95

Macintosh Mac+ or higher, 1 MB, 800K disk drive, System 4.1 or higher.

ING-0030-MAC	$49.95
ING-0030L-MAC Lab pack of 10.	$189.95

Introductory Calculus



Integration by Parts

Integrate the following expression by parts.

$\int 4x \sin 6x\, dx$

$u = 4x$ $du = 4\, dx$

$dv = \sin 6x\, dx$ $v = \frac{-1}{6} \cos 6x$

$\int u \cdot dv = u \cdot v - \int v \cdot du$

Now It's substitute each expression in our general integration by parts formula and then simplify it.

Press Return to Continue

INTRODUCTORY CALCULUS CONCEPTS & SKILLS

Grades: 9 - 12

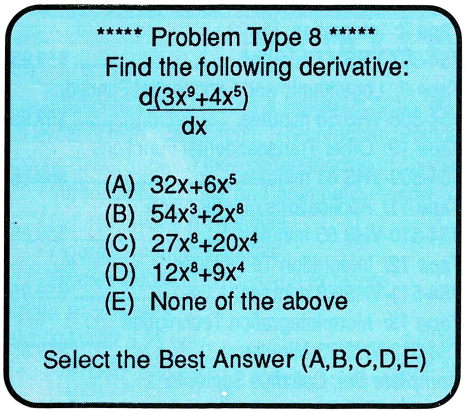
This Intelligent Tutor program will help students learn the concepts and skills covered in a complete one year course in calculus. The topics include the prerequisites of calculus, functions, differential calculus, integral calculus, applications, and proofs.

Apple Requires 48K

ING-0010-AP 5.25 only.	$49.95
ING-0010L-AP Lab pack of 10.	$189.95

Macintosh Mac+ or higher, 1 MG RAM, 800K disk drive, System 4.1 or higher.

ING-0010-MAC 3.5" disk.	$49.95
ING-0010L-MAC Lab pack of 10.	$189.95



***** Problem Type 8 *****

Find the following derivative:

$$\frac{d(3x^9+4x^5)}{dx}$$

(A) $32x+6x^5$
(B) $54x^3+2x^8$
(C) $27x^8+20x^4$
(D) $12x^8+9x^4$
(E) None of the above

Select the Best Answer (A,B,C,D,E)

INTRODUCTORY CALCULUS PRACTICE & REVIEW

Grades: 9 - 12

The Intelligent Tutor Mastery Series is designed to help students improve their skill and understanding at all levels of high school math. There are two modes in which to work: Practice and Test.

Introductory Calculus will help students develop their problem-solving skills in calculus, and improve their understanding of the concepts and principles.

The topics covered include a review of algebra, the different calculus functions, differential calculus, integral calculus, and special demonstrations.

Apple Requires 48K

ING-0020-AP 5.25 only.	$49.95
ING-0020-AP Lab pack of 10.	$189.95

Macintosh Mac+ or higher, 1 MG RAM, 800K disk drive, System 4.1 or higher.

ING-0020-MAC 3.5" disk.	$49.95
ING-0020L-MAC Lab pack of 10.	$189.95

MAMMALS
and ARACHNIDS
LTHY BODY
and GENETICS
DICINE
SPACE, EARTH and ATMOSPHERE
and WEATHER
PLANTS and TREES
and MINERALS
INSECTS
ERICANA
and RODENTS
Tell Me Why

TELL ME WHY... VIDEOS

An award-winning unique video encyclopedia based on the book series by Arkady Leokum. *"Tell Me Why"* answers questions asked by children in an informative, easy to understand manner aided by incredible visual aids. Mixing exciting film footage and colorful graphics, it is like going on a fun field trip without leaving the classroom. Each video turns your classroom into a wonderful adventure in learning. Also, for your convenience, locator numbers are provided on each video so that you may show only the subject(s) that you are studying. These videos are original, very educational and entertaining - they answer your student's what's, when's, where's, why's, and how's about our world.

Space, Earth, and Atmosphere*

The Universe, Gravity, Stars, Comets/Meteors/Asteroids, the Solar System, The Sun, The Moon, Planets, The Earth, and Atmosphere.

V50-K620-VHS 30 minutes. **$29.95**

Water and Weather*

Weather, Rain, Storms, Wind, Fog, Snow, Water, Ice, Bodies of Water, Waterfalls, Springs and Wells.

V50-K621-VHS 30 minutes. **$29.95**

Flowers, Plants and Trees*

Botany, One-Celled Plants, Plant Growth, Seeds/Bulbs, Flowers, Forestry, Paper From Trees, Wood, and Nature's Oddities.

V50-K622-VHS 30 minutes. **$29.95**

Gems, Metals and Minerals*

Soil/Sand, Rocks, Fossils, Coal, Mountains and Volcanoes, Elements, Metals, Minerals, Mining, Stalactite/Chalk, Gems.

V50-K623-VHS 30 minutes. **$29.95**

Insects*

Insects, Moths/Caterpillars/Butterflies, Mosquitoes, Flies, Grasshoppers/Crickets, Bees, Wasps, and Ants.

V50-K624-VHS 30 minutes. **$29.95**

Americana*

American History, American Symbols, The Liberty Bell, The Statue of Liberty, Presidential Headquarters, American Monuments, U.S Armed Forces, and Branches of Government.

V50-K625-VHS 30 minutes. **$29.95**

Life Forms, Animals, and Animal Oddities*

Animals, Vertebrates, Warm and Cold-Blooded animals, Animal History, Worms, and Animal Oddities.

V50-K626-VHS 30 minutes. **$29.95**

Birds and Rodents*

Birds, Bird Sounds, Migration, Other Birds, Rodents, and Squirrels.

V50-K627-VHS 30 minutes. **$29.95**

Mammals*

Mammals, Whales, Pinnipeds, Manatees, Elephants, Bats, and Primates.

V50-K628-VHS 30 minutes. **$29.95**

Animals and Arachnids*

Dogs, Wolves, Cats, Horses, Cows, and Spiders.

V50-K629-VHS 30 minutes. **$29.95**

Fish, Shellfish and Other Underwater Life*

Fish, Eels, Goldfish, Octopus, Mollusks, Lobster, and Sponges.

V50-K630-VHS 30 minutes. **$29.95**

Pre-historic Animals, Reptiles and Amphibians*

Pre-historic Animals, Snakes, The Largest Snake, Rattlesnakes, Lizards, Tortoises/Turtles, Terrapins, and Amphibians.

V50-K633-VHS 30 minutes. **$29.95**

A Healthy Body*

Body, Vitamins, Minerals, and Drugs.

V50-K635-VHS 30 minutes. **$29.95**

Anatomy and Genetics*

Skin, Muscles, Sleep, Brain, Breathing, Eyes, Teeth, Ears, Heart, and Genes.

V50-K636-VHS 30 minutes. **$29.95**

Medicine*

Diseases, Viruses, Childhood Illnesses, AIDS, Bacterial Diseases, Epilepsy, Cerebral Palsy, Cancer, and Allergies.

V50-K637-VHS 30 minutes. **$29.95**

Sports and Games*

Origin of Athletics, Basketball, Football, Hockey, Golf, Baseball, Tennis, Swimming, Surfing, Snow Skiing, Children's games, Chess.

V50-K638-VHS 21 minutes. **$29.95**

Science, Sound, andEnergy*

Science Definition, Anthropology, Archaelogy, Biology, Zoology, Chemistry, Geology, Noise, Speed of Sound, Energy, Fuel, Atom.

V50-K639-VHS 35 minutes. **$29.95**

How things Work*

Telescopes, Electric Eye, Television, Seismographics, Hydroelectric dams, Refrigerators, Jet Engines, Steam Engines, Car Engines, Windmills, Aqualungs, Oil Derricks

V50-K642-VHS 22 minutes. **$29.95**

Beginnings

Origin of civilization, First Homes, Origin of Cooking, Eating Utensils, Origin of Democracy, Laws, First Elections, United Nations, Income Tax, Government, Agencies, Fire Department, Postal System.

V50-K640-VHS 22 minutes. **$29.95**

Flight

Ancient History, Why Can't Man Fly?, What is Flight?, Heavier & Lighter than Air Flight, Kitty Hawk, How Airplanes Fly, Aircraft Types, Satellites.

V50-K641-VHS 16 minutes. **$29.95**

Customs andSuperstitions

Christmas Trees, Halloween, New Year, Gloves, Hat Raising, Weddings, Wedding Rings, Superstitions, Numbers, Friday the 13th, Black Cats

V50-K643-VHS 26 minutes. **$29.95**

Electricity and Electrical Safety

Electricity, Electrical Advances, Atoms, Making Electricity, Circuit, Insulators, Circuit Breaker, Series circuit, Short circuit, Black-out, Static Electricity, Electrical Safety, Broken wire, Roof Safety, Natural Electricity, Safety indoors, Home Safety, Electrical Shock

V50-K644-VHS 22 minutes. **$29.95**

Tlime Money and Measurement

Calendar, Months of the Year, Days of the Week, Length of Day, A.M./P.M., Time Zones, Daylight Savings Time, Counting System, Measurement, Metric System, Money

V50-K645-VHS 21 minutes. **$29.95**

Geography

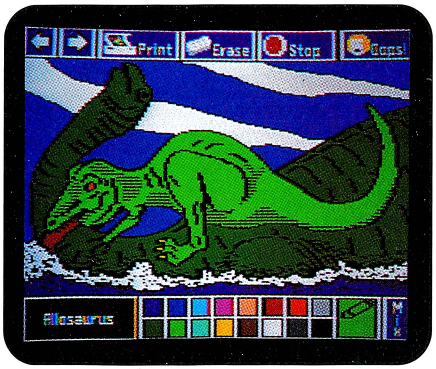
Maps and Globes, Lattitude/ Longtitude, Equator, Meridian, Grid, Map colors, Scales, Types of maps, Physical Maps, Largest land masses, 4 Major Landforms, Pennisula/Cape, Bodies of Water, Weather/Climate, Air pollution, Greenhouse Effect, Rainforest, Natural Resources

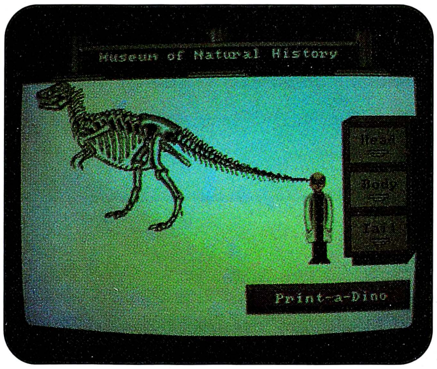
V50-K646-VHS 26 minutes. **$29.95**

*Indicates the video is available in Spanish Version at the same price. Please specify Spanish when you order.

Dinosaurs

AP GS





DINOSAURS ARE FOREVER

Grades: PreK - 6

This Electric Crayon Deluxe computer coloring book offers custom banners, calendars, and poster making ability. Design a banner with your colored picture printed at each end and your personal message in the middle. Write your own poster message to be displayed below your work or art, or print the picture with the computer-supplied description that will teach you all about the dinosaur your've just colored. Make dinosaur calendars and stickers for your special events with the enclosed four-color stickers. Requires 128K, Mouse or joystick may be used. For color pictures a Imagewriter II, Scribe, or Okimate 20 printer is needed. Requires 128K.

PW-300-AP 5.25" disk. **$29.95**

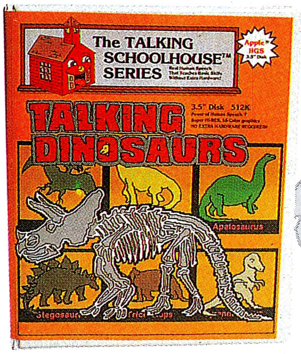
DESIGNASAURUS

Grades: All

Three programs in one: Build-A-Dinosaur, Print-A-Dinosaur, and Walk-A-Dinosaur. Just pick out the head, neck, body, and tail you want from the museum's collection of fossilized dinosaur bones, then piece them all together, name it and print it out.

You can print out 12 different dinosaurs with Print-A-Dinosaur. Each dinosaur print-out comes with description and information. Three sizes: report, poster, and jumbo. In Walk-A-Dinosaur learn to survive as a Brontosaurus, Stegosaurus, or Tyrannosaurus Rex.

DW-300-AP 5.25" disk only. **$24.95**



TALKING DINOSAURS

Grades: K - 4

Go back in time with Iggy the Dinosaur. Now children who are just learning to read can find out about dinosaurs. They learn the names of the different dinosaurs, find them in the jungle, count their bones, and color them, either on the computer screen or on computer printed pictures. Join Iggy the Dinosaur as he speaks in a human, non-synthesized voice. The super-high resolution graphics utilize all 16 colors and are dazzling. Prehistoric times never looked so colorful.

Apple GS Requires 512K

OC-9940-GS 3.5" disk. **$69.00**

OC-9940L-GS Lab pack of 6. .... **$159.00**

DINOSAUR ZOO

Grades: 2 - 5

High resolution graphics illustrate a time line of animal evolution. 500 million years of life on Earth are compressed into four minutes. More graphics are used to explain how scientists have learned about dinosaurs by studying their fossil remains. Thirteen dinosaurs are considered in detail through simple questions and a trip to the Dinosaur Zoo. There are seven sections which take about 15 minutes each: Animal Time Line, Fossils, Dinosaur Quiz, Early Dinosaurs, Huge Dinosaurs, Dinosaurs With Armod, and Dinosaur Zoo. Requires 48K.

SPS-1D-AP 5.25" disk w/backup. **$49.00**

DYNO-QUEST

Grades: 2 - 8

Step back to the age of the dinosaurs. This adventure game encourages students to observe, analyze and organize facts about eighteen dinosaurs. Players use fuel and food carefully to travel through the Triassic, Jurassic, and Createoceous eras. Supurb graphics help students visualize the great variety of dinosaurs, their attributes and names. Challenge Upgrade may be used to select specific dinosaurs or customize game play. Teacher's Guide includes maps and fact sheets for student use. Requires 48K.

MDP-300B-AP 5.25" disk w/backup. **$49.99**

MDP-300L-AP Lab pack of 6. .... **$129.00**

MDP-300B-AP3 3.5" disk w/backup. **$49.99**

MDP-300L-AP3 Lab pack of 6. .... **$129.00**

VIDEO

DINOSAURS AND STRANGE CREATURES

Grades: 1 - 6

This program examines what dinosaurs looked like, what they ate, how they lived, and how they died. Vivid special effects with dimensional models in miniature sets bring the age of dinosaurs to realistic life.

Early mammals are recreated in their environments. Unusual adaptations of many strange creatures covering millions of years are also explored in a striking segment. Covers 25 different dinosaurs, mammals, and other creatures.

V04-550-VHS 33 minutes. **$12.95**

DINOSAUR! THE BIGGEST STORY EVER TOLD

Giant Jaws! Tall Tails! Fierce Fossils! Students of all ages can join Walter Cronkite on an amazing expedition that unearths the great mystery of dino-history!

THE FIRST CLUE A TALE OF TOOTH

The evidence lay buried for millions of years. Then, less than two centuries ago in 1824 a giant tooth was discovered belonging to a Megalosaur, a dinosaur.

V101-10101-VHS approx. 50 minutes. ... **$29.95**

THE FOSSIL RUSH TALE OF A BONE

The "Bone Rush" in the wild west of the 1870's had collectors blowing apart mountains, stopping at nothing to secure the priceless relics. today, dinodetection is an exact science with amazing discoveries.

V101-10102-VHS approx. 50 minutes. ... **$29.95**

BIRTH OF A LEGEND TALE OF AN EGG

In 1921, the startling discovery of dinosaur eggs hatches new theories. From baby dinos come dramatic insights into their existence and extinction.

V101-10103-VHS approx. 50 minutes. ... **$29.95**

GIANT BIRDS OF THE AIR TALE OF A FEATHER

Could the clue lie in something as light as a feather? Walter Cronkite considers the staggering theory that the birds in your garden are inheritors of the biggest name in history-Dinosaur!

V101-10104-VHS approx. 50 minutes. ... **$29.95**

Science Fair Project

YOUR SCIENCE FAIR PROJECT

Grades: K - 6

Two programs - the first is 17 minutes long and is for grades K-3; the second is 22 minutes long and is for grades 4-6. Students talk about their science project: how they selected a topic, how they got started, what they learned, their presentation, etc. Primary topics are insects, volcanoes, simple machines, plants, etc. Grades 4-6 deal with geysers, clouds, clocks, and periscopes.

Video comes with manual and reproducible worksheets.

V57-202-VHS 39 minutes. **$129.00**

HOW TO PREPARE FOR A SCIENCE FAIR PROJECT

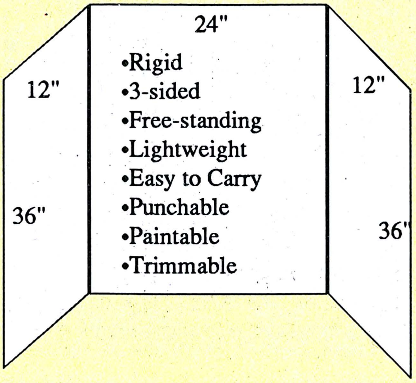
Grades: 5 - 9

Participating in a science fair can be a very valuable experience. It requires organization, planning, creativity, and many hours of work, but the results are well worth the effort.

The purpose of this video is to acquaint students with the many steps and procedures of preparing a science fair project. The emphasis is on the importance of long-range planning and scheduling. In addition to helping students become organized in their approach, the program will also describe...How to go about selecting a topic, How to conduct research, How to develop a hypothesis, How to incorporate the scientific method into the project, How to organize notes, How to set \up and conduct an experiment to test theories, How to organize and write the abstract and research paper, How to construct and design an exhibit, and how to conduct an oral presentation to judges.

Blackline masters and leader's guide included.

V21-363-VHS 25 minutes. **$95.00**



SCIENCE FAIR DISPLAY BOARD

- It frees the students to work on their projects
- It lets the teacher emphasize project, not display requirements
- It gives a uniform appearance to Science Fair, so the student's projects are what are foremost.

Constructed from double-ply, corrugated board. Front side has a bright white paper finish. Backside has brown Kraft finish, like cardboard box.

SFBD-1 each.	**$7.95**
SFBD-20 ctn of 20.	**$6.95 each**
SFBD-200 200+.	**$5.95 each**

SCIENCE FAIR PROJECT TITLES

To be used in conjunction with the Display Board. Set includes: Hypothesis, Procedure, Graph, Abstract, Conclusion, Purpose, Data, Materials, and Variables.

SFDB-8. .... **$1.95**

YOU BE THE JUDGE

Grades: 5 - 12

Important steps to produce a quality science fair, from helping students choose a topic to practice for the interview are reviewed in this video. Through case studies, the viewer assumes the role of Science Fair Judge and critiques six projects. Was the sample size large enough? Was a control used? Were the variables properly managed?

V57-205-VHS 37 minutes. **$129.00**

JUNIOR ZOOLOGIST

Grades: 1 - 4

While exploring their farm Bill and his grandfather discuss the foods, habits, locomotion, the young, and reproductive traits of the farm's mammals, birds, insects, and the reptiles and amphibians found in a fresh water pond. Students will know the animals presented. Requires 48k.

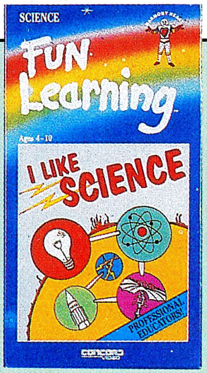
UL-65902-AP 5.25" disk only. **$29.95**

JUNIOR OCEANOGRAPHER

Grades: 1 - 4

A boy and an Oceanographer discuss the Ocean, the life of the sea, the restless water, and the lure of the sea. Requires 48K.

UL-66002-AP 5.25" disk only. **$29.95**

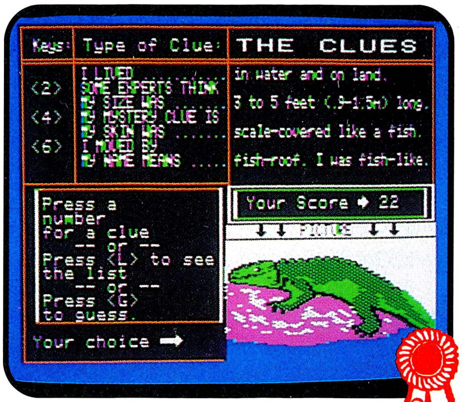


FUN LEARNING: I LIKE SCIENCE

Grades: PreK - 4

In this video, a student achieves a basic understanding of the scientific principles that underlie Heat, Energy, Light and Electricity.

V04-502-VHS 58 minutes. **$19.95**



```
Keys: Type of Clue:        THE  CLUES
      I LIVED .........    in water and on land.
<2>   SOME EXPERTS THINK
      MY SIZE WAS .......  3 to 5 feet (.9-1.5m) long.
<4>   MY MYSTERY CLUE IS
      MY SKIN WAS .......  scale-covered like a fish.
<6>   I MOVED BY
      MY NAME MEANS .....  fish-roof. I was fish-like.

Press a                    Your Score ➔ 22
number
for a clue
   -- or --
Press <L> to see
the list
   -- or --
Press <G>
to guess.
Your choice ➡
```

WHO AM I? JUNIOR SCIENCE SERIES

Grades: 3 - 6

Your class of junior scientists will enjoy this identification game of clues and pictures, where the computer pretends to be an plant or animal. Students gather information about organisms through a series of clues. Based upon these clues (size behavior, odor, etc.), students must determine what each one is. And now an easy-to-use editing feature allows you to customize the clues for your own class. In addition, during each round of the game, students can choose to see a full-color graphic to aid them in their identification of each. There are two levels of difficulty and student scores are tabulated by the computer. More than a game, *Who Am I?* will help students develop new vocabulary, improve deductive reasoning skills, and create a general awareness of the living things around them. When used with theTeacher's Lesson Planner and student workbook, this program will greatly enhance your teaching about science, nature, and the environment. Requires 48K.

Birds, Trees, and Flowers

FM-7522B-AP 5.25" disk w/backup.	**$55.00**
FM-7522L-AP Lab pack of 12.	**$175.00**
FM-7522B-AP3 3.5" disk w/backup.	**$55.00**
FM-7522L-AP3 Lab pack of 12.	**$175.00**

Mammals, Reptiles, and Insects

FM-7523B-AP 5.25" disk w/backup.	**$55.00**
FM-7523L-AP Lab pack of 12.	**$175.00**
FM-7523B-AP3 3.5" disk w/backup.	**$55.00**
FM-7523L-AP3 Lab pack of 12.	**$175.00**

Plants, Animals, and the Desert

FM-7524B-AP 5.25" disk w/backup.	**$55.00**
FM-7524L-AP Lab pack of 12.	**$175.00**
FM-7524B-AP3 3.5" disk w/backup.	**$55.00**
FM-7524L-AP3 Lab pack of 12.	**$175.00**

Animals of the Past

FM-7525B-AP 5.25" disk w/ backup.	**$55.00**
FM-7525L-AP Lab pack of 12.	**$175.00**
FM-7525B-AP3 3.5" disk w/backup.	**$55.00**
FM-7525L-AP3 Lab pack of 12.	**$175.00**

Ocean Life

FM-7526B-AP 5.25" disk w/backup.	**$55.00**
FM-7526L-AP Lab pack of 5.	**$175.00**
FM-7526B-AP3 3.5" disk w/backup.	**$55.00**
FM-7526L-AP3 Lab pack of 12.	**$175.00**

KIDSCI MIND GAME

Grades: 3 - 8

Kidsci Mind Game is designed for content review of general elementary science. The game's question bank consists of questions in four catagories:

1) Earth Bodies
2) Stardust
3) Get Physical
4) Your Body

Requires 48K, 5.25" disk only.

DEE-116-AP $39.95

SCIENCE TRIVIA CHALLENGE

Grades: 3 - 8

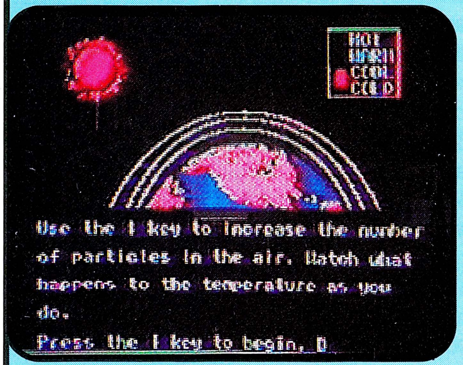
The program has 200 multiple-choice questions on animals, plants, human body, rocks, chemistry, energy, and space. Some questions have graphics. the object of the challenge is to answer one question in each category. The eight categories are displayed as a spinning wheel on the computer screen. The words blink in sequence until one category remains lit. If the question is answered properly, that category is deleted from the wheel. The game can be tried alone, with a friend, or in teams. Requires 64K.

SPS-8-AP 5.25" disk. $29.00

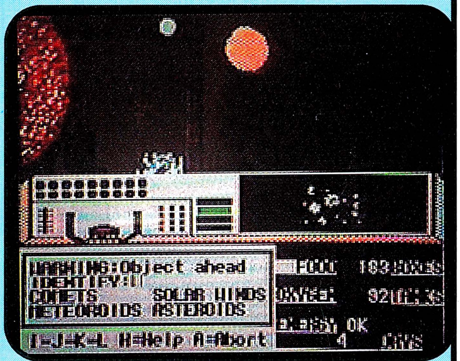
THE SCIENCE SERIES

Grades: 4 - 6

These programs are designed to give learners a basic understanding of science and to stimulate further exploration and investigation. Each program in the series presents science concepts and tests through interactive, graphically illustrated simulations where the learned information must be appropriately applied. Special features include a textbook correlation chart in each guide, individual and class progress forms, summary screens highlighting key concepts, multiple choice or open-ended questions, interactive tutorials with 2 levels of branching for incorrect responses. Requires 64K.



```
Use the I key to increase the number
of particles in the air. Watch what
happens to the temperature as you
do.
Press the I key to begin.
```



```
WARNING:Object ahead      FOOD    183 BOXES
IDENTIFY:I
COMETS        SOLAR WINDS OXYGEN   92
METEOROIDS ASTEROIDS
                          ENERGY OK
I-J-K-L H=Help A=Abort          4  DAYS
```

Science 1: The Environment

Basic concepts of ecology. Activities include the Greenhouse Effect, climate and weathering, using energy, and the Westhills Energy Scramble.

DDC-501-AP 5.25" disk. $49.95
DDC-501L-AP Lab pack of 5. .... $109.95
DDC-501-AP3 3.5" disk. $49.95
DDC-501L-AP3 Lab pack of 5. .... $109.95

Science 2: Geology

Provides a basic foundation for understanding Earth's surface features. Activities include rocks and the Earth's surface features, climate and weathering, rivers and how they are shaped, and changing features.

DDC-502-AP 5.25" disk. $49.95
DDC-502L-AP Lab pack of 5. .... $109.95
DDC-502-AP3 3.5" disk. $49.95
DDC-502L-AP3 Lab pack of 5. .... $109.95

Science 3: Matter - Gas, Liquid, & Solid

This unit introduces learners to physical science and how it shapes the everyday world. The activities include the nature of matter, states of matter, molecules in motion, and matter mizer.

DDC-503-AP 5.25" disk. $49.95
DDC-503L-AP Lab pack of 5. .... $109.95
DDC-503-AP3 3.5" disk. $49.95
DDC-503L-AP3 Lab pack of 5. .... $109.95

Science 4: Understanding Our Solar System

This unit helps students learn how to utilize the scientific method used universally in all phases of scientific inquiry. A simulation of space exploration to the planets in our solar system provides the medium for demonstrating and practicing the scientific method, including such skills as problem solving, knowledge application, and data recording and interpreting. Students have a hands-on interactive experience using the scientific method.

DDC-504-AP 5.25" disk. $49.95
DDC-504L-AP Lab pack of 5. .... $109.95
DDC-504-AP3 3.5" disk. $49.95
DDC-504L-AP3 Lab pack of 5. .... $109.95

Science 5: House-A-Fire! Fire Prevention & Safety

This program consists of a database of scientific/ safety information and two simulations, *The Firefighter* and *Make It Safe*. As a firefighter, the learner prepares for work, selects gear and clothing, then fights a fire. As a new homeowner, the learner moves into and furnishes a new house, tries to make is safe from fire, and fights a fire.

DDC-505-AP 5.25" disk. $49.95
DDC-505L-AP Lab pack of 5. .... $109.95
DDC-505-AP3 3.5" disk. $49.95
DDC-505L-AP3 Lab pack of 5. .... $109.95

MEASUREMENTS: LENGTH, MASS, AND VOLUME

Grades: 6 - 12

Critic's Choice

Use this three program simulation and tutorial to introduce them to the procedures of metric measurements of length, mass, and volume. Clear, colorful graphics allow you to make a class presentation of the techniques and problems associated with the use of a metric ruler, a triple beam balance, and a graduated cylinder. After your demonstration, students can practice each type of measurement with an unlimited number of variations. Requires 48K.

FM-1701B-AP 5.25" disk w/backup. $65.00
FM-1701L-AP Lab pack of 12. .... $195.00
FM-1701B-AP3 3.5" disk w/backup. $65.00
FM-1701L-AP3 Lab pack of 12. .... $195.00

DISCOVERING THE SCIENTIFIC METHOD: SNIGS...FLIRKS...BLORGS

Grades: 6 - 12

There's only one way to really learn the scientific method and that's by practicing it! By means of interactive excercises, your students will learn what a hypothesis is, how to analyze their observations, how to organize and evaluate their data, and how to make generalizations from their conclusions. An introductory tutorial on the scientific method supplies information that will help the students solve the three problems they will encounter. The answer to these problems requires the forming of a hypothesis, experimentation, and data analysis. Includes reproducible worksheets and lesson planner. Requires 48K.

FM-1901B-AP 5.25" disk w/backup. $55.00
FM-1901L-AP Lab pack of 12. .... $165.00
FM-1901B-AP3 3.5" disk w/backup. $55.00
FM-1901L-AP3 Lab pack of 12. .... $165.00

THE MICROSCOPE SIMULATOR

Grades: 7 - 12

Introduce or reinforce the parts of the microscope and their uses with the help of animated simulations. This 2-disk series also illustrates the preparation and viewing of slides under the microscope. Disk 1 includes a microscope part identification tutor and a corresponding part identification quiz, animated movement of high and low power objectives and course and fine adjustments. Disk 2 presents interactive animations that show cheek cell slide preparation for the estimation of size, placement of the drop of water containing the cells on the slide, stirring the drop, placement of the coverslip, tapping of the air bubbles, application of the stain, and focussing. Requires 48K.

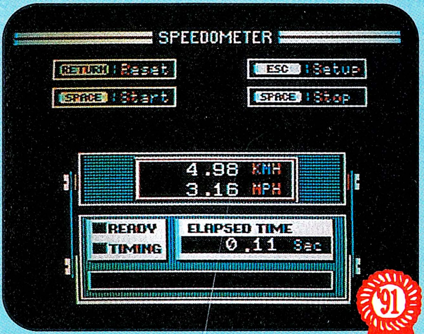
FM-0162B-AP 5.25" disk w/backup. $99.00
FM-0162L-AP Lab pack of 12. .... $297.00
FM-0162B-AP3 3.5" disk w/backup. $99.00
FM-0162L-AP3 Lab pack of 12. .... $297.00

SCIENCE TOOLKIT MASTER MODULE

Grades: 4 - 12

Activate *Science Toolkit's* strip chart recorder, connect the light probe, and prove whether Isaac Newton was right or wrong. With this module, users can turn their computers into micro-computer based science laboratories. Users will measure and record light, temperature, speed, response time, and many other phenomena in the world around them. *Science Toolkit* features 4 on-screen instruments and comes complete with temperature and light probes, and an interface module that plugs into the joystick port. The comprehensive experiment guide details a series of fun and enlightening experiments that illustrate important scientific concepts. Requires 128K.

BRO-62-AP 5.25" disk only w/backup. **$99.95**
BRO-62L-AP Lab pack of 5. .... **$259.95**

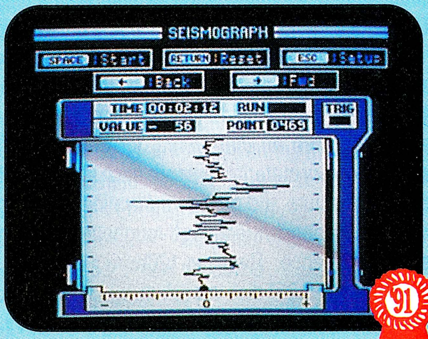


SPEED & MOTION: MODULE 1

Grades: 4 - 12

Students record and analyze acceleration, thrust, wind resistance and centrifugal force. Requires 64K, Master Module.

BRO-40750-AP 5.25" disk only w/backup. ... **$49.95**



EARTHQUAKE: MODULE 2

Grades: 7 - 12

Students explore the phenomena of harmonic and wave motion. Includes a build-it-yourself seismoscope, an on-screen seismograph, and an Experiment Plotter. Requires 64K, Master Module.

BRO-40850-AP 5.25" disk only, w/backup. .. **$49.95**

BODY LAB: MODULE 3

Grades: 4 - 12

Includes an on-screen heart rate monitor, response timer, lung volume meter and a build-it- yourself spirometer. Requires 64K, Master Module.

BRO-40950-AP 5.25" disk only, w/backup. .. **$49.95**

KEEPING YOUR BODY FIT

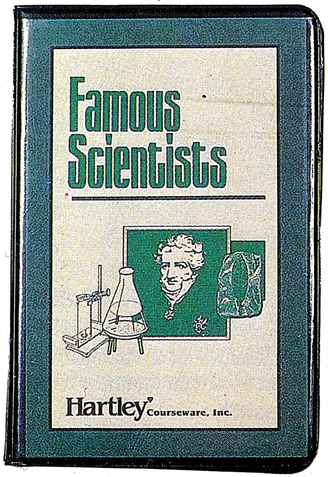
BASIC CONCEPTS IN SCIENCE

Grades: 3 - 6

Provides a basic introduction to a variety of elementary science areas. This 4 - part series is packed with curriculum concepts and effective demonstrations. It's excellent as an introduction, reinforcement or review.

1. *Keeping Your Body Fit* examines workings of heart and lungs, nutrition, and the newly developed field of sports science.
2. *World Of Plants* explores inside a flower, growth of seeds, and the field of hydroponics.
3. *World Of Insects* examines insect life, growth, and survival in their environment.
4. *Unusual Mammals* teaches students how mammals differ from other animals and provides a close look at the worlds most unusual mammals: the platypus, marsupials, anteaters, and rodents. Requires 64K.

OC-7400-AP 5.25" disk. **$89.00**
OC-7400L-AP Lab pack of 6. .... **$245.00**



FAMOUS SCIENTISTS

Grades: 10 - 12

Fifty different scientists are featured. Each has 12 to 15 clues which may include noted contributions, education and training, concepts, theories, personality traits and more. All clues and point values can be easily changed. Requires 48K.

H-1530B-AP 5.25" disk, w/backup. **$49.95**
H-1530L-AP Lab pack of 5. .... **$89.95**
H-1530B-AP3 3.5" disk, w/backup. **$49.95**
H-1530L-AP3 Lab pack of 5. .... **$89.95**

SCIENCE CORNER

NEW '92 RELEASE

Grades: 2 - 5

Where does rain come from? Why are there more daylight hours in summer than in winter? Children are curious about the world around them, and this series of three science programs helps them explore their world and find answers on their own. Series includes 6 disks, 36 skill sheets, guide. Individual programs include 2 disks, 12 skill sheets, guide.

Requires 128K.

Science Corner Series
SVE-20605-AP 5.25" disk. **$159.95**
SVE-20605-AP3 3.5" disk. **$159.95**

Planet Earth
SVE-20606-AP 5.25" disk. **$59.95**
SVE-20606-AP3 3.5" disk. **$59.95**

Weather Watch
SVE-20607-AP 5.25" disk. **$59.95**
SVE-20607-AP3 3.5" disk. **$59.95**

Space Probe
SVE-20608-AP 5.25" disk. **$59.95**
SVE-20608-AP3 3.5" disk. **$59.95**

EASYSEARCH: SCIENCE

Grades: 5 - 9

The study of science becomes meaningful and relevant when students explore its usefulness in problem-solving and real-life applications. This series enables students to draw upon information related to astronomy, nutrition, and common household chemistry. They must seek information, and then compare, contrast, and correlate it. Each title within EasySearch involves the use of a database and a role-playing simulation.

- *Solar System Rescue* brings the excitement of space travel and research into your classroom with this program that helps you teach about the planets, moons, and asteroids.
- *Diet Detective* lets students uncover clues to good nutrition for other students with nutritional questions.
- *Chemical Hotline* puts students in charge of a telephone hotline serving callers with problems related to everyday household products.

Requires: 48K

Solar System Rescue
FM-2308B-AP 5.25" disk only, w/backup. **$49.00**

Diet Detective
FM-0181B-AP 5.25" disk only, w/backup. **$49.00**

Chemical Hotline
FM-1041B-AP 5.25" disk only, w/backup. **$49.00**

Complete Set
FM-1810B-AP 5.25" disk only, w/backup. .. **$129.00**

SCIENTIFIC PROBLEM SOLVING

Grades: 6 - 10

This video takes students through the correct steps for solving a problem systematically. A simple experiment is conducted that can be easily done in the classroom and compared to the video's results. Lab safety procedures are presented and used during the program.

V50-201-VHS 17 minutes. **$49.95**

JUNGLE SAFARI

Grades: PreK - 9

An exciting adventure awaits anyone taking this magical safari. Even pre-readers may explore on their own, investigating the animals' natural habitat. One might come upon a parrot, a snake, a crocodile, or a monkey. By clicking on one of the many jungle animals or plants, students might hear and learn the animals names, or read short descriptions of the various forms of jungle life. The reading sections in this program are optional and may be bypassed by younger children. A printout option is also included. A real human voice helps youngsters identify plants and animals. Digitized sound and super high-res graphics make it fun to choose from four different habitats in the simple, easy-to-use format.

Apple IIGS Requires 1MB

OC-3280-GS 3.5" disk.	**$69.00**
OC-3280L-GS Lab pack of 6.	**$169.00**

Macintosh Requires 1 MB

OC-3280-MAC 3.5" disk .	**$79.00**
OC-3280L-MAC Lab pack of 6.	**$189.00**

ANIMAL KINGDOM

Grades: 1 - 6

This program is a wonderful way to teach your students about the wonders of the Animal Kingdom. Superb graphics depicting animals from the various zooligical species including prehistoric, jungle, fish, insects, amphibians, reptiles, birds and many more make this a stimulating way to introduce young children to the intriguing aspects of science. The program includes six different learning activities.

All About Animals
Animal Spells
What's Different
Animalgrams
Who Am I?
Memory Game

Apple Requires 48K

UN-013B-AP 5.25" disk only, w/backup.	**$49.95**
UN-013L-AP Lab pack of 5.	**$99.95**

Apple IIGS Requires 1 MB

UN-013B-GS 3.5" disk w/backup.	**$69.95**
UN-013L-GS Lab pack of 5.	**$169.95**

Macintosh Requires 512K

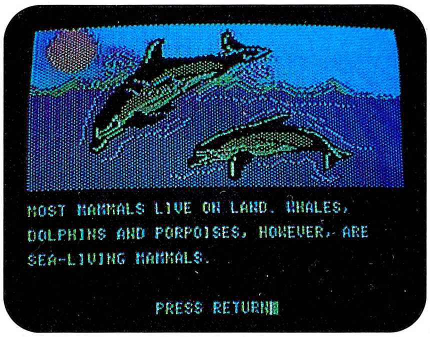
UN-013B-MAC 3.5" disk w/backup.	**$69.95**
UN-013L-MAC Lab pack of 5.	**$169.95**

I LIKE ANIMALS

Grades: PreK & Up

The young viewer is given a special look at the behavior and habitats of many interesting animals. Animal survival and family patterns are also featured in these beautifully filmed sequences.

V04-513-VHS 56 minutes.	**$19.95**



MOST MAMMALS LIVE ON LAND. WHALES, DOLPHINS AND PORPOISES, HOWEVER, ARE SEA-LIVING MAMMALS.

PRESS RETURN

THE ANIMAL WORLD

Grades: 2 - 5

These colorful software programs make the beauty and mystery of the animal kingdom come alive. They present basic life concepts and instill a feeling of respect for all living creatures, large and small, and for the world in which we live! These tutorial programs are also useful for independent research. The student's knowledge is reinforced with comprehension questions as the program progresses. Information is reviewed when necessary. Included with each 2-disk program is a 16 page activity guide. Requires 48K.

Animal Homes

JP-3200-AP 5.25" disk only .	**$35.00**

Animal Characteristics

JP-3211-AP 5.25" disk only .	**$35.00**

Animal Families

JP-3212-AP 5.25" disk only .	**$35.00**

Animal Survival

JP-3213-AP 5.25" disk only.	**$35.00**

Complete Series

JP-3223-AP 5.25" disk only .	**$126.00**

REPTILES

Grades: 2 - 6

Children read and learn about the five groups of reptiles in this 2-disk program. Colorful graphics make studying these fascinating creatures a delightful experience. Included with the program is a 16-page activity guide. Requires 48K.

JP-3235-AP 5.25" disk only, w/backup.	**$35.00**

LIVING THINGS

Grades: 3 - 5

A brief look at living things that exist here on Earth: plants, people, birds, animals, and how we live together, helping each other. Simple questions and game follow. Right answers are rewarded and incorrect answers are corrected without penalty. Complete with Teacher's Guide and Reproducible Master Activity Sheets. Requires 64K.

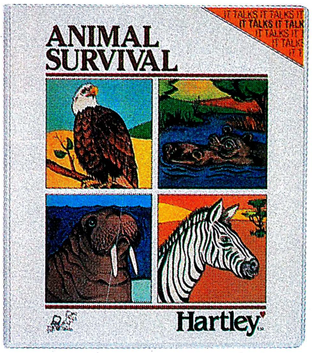
RP-E2C2-AP 5.25" disk.	**$39.95**
RP-E2C2-AP3 3.5" disk.	**$39.95**

MAMMALS

Grades: 3 - 5

This program discusses animals in general and then, more specifically, mammals. It gives the four things that make a mammal a mammal, then discusses and gives an example of each. Game follows. Right answers are rewarded and incorrect answers are corrected without penalty. Complete with Teacher's Guide and Reproducible Master Activity Sheets. Requires 64K.

RP-E4C3-AP 5.25" disk.	**$39.95**
RP-E4C3-AP3 3.5" disk.	**$39.95**



ANIMAL SURVIVAL

Grades: 4 - 9

The student acquires an understanding of the critical relationship of habitat, predators, and the physical environment to animal survival as he or she assumes the identity of a favorite animal and attempts to actually survive as that animal for one day. The supplementary materials prepare each student for his or her adventure and provide motivating encouragement for independent learning throughout the student's entire experience. Requires 128K.

H-4421B-AP 5.25" disk w/backup.	**$59.95**
H-4421L-AP Lab pack of 6.	**$99.95**

PREHISTORIC ANIMAL SERIES

Grades: 2 - 6

These colorful programs are great for reading motivation as well as for independent research. Each 2-disk program in the set comes with a 16-page teacher's guide. Children will love learning about these fascinating creatures from the past. Requires 48K, 5.25" disk only.

Dinosaurs

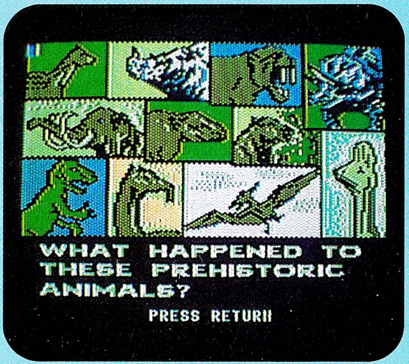
JP-3201-AP .	**$35.00**

Prehistoric Animals

JP-3228-AP .	**$35.00**

Complete Series

JP-3229-AP .	**$67.00**



WHAT HAPPENED TO THESE PREHISTORIC ANIMALS?

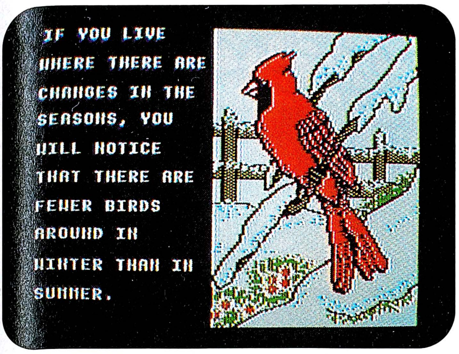
PRESS RETURN

CLASSIFICATION OF LIVING THINGS

Grades: 6 - 10

Dr. Science thoroughly discusses the kingdoms of Monera, Protista, and Fungi. The plant and animal kingdom are introduced along with their evolutionary adaptions. The general theme is that all organisms are interdependent on one another.

V50-205-VHS 22 minutes.	**$49.95**



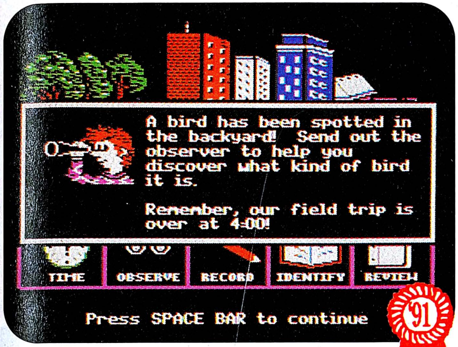
IF YOU LIVE WHERE THERE ARE CHANGES IN THE SEASONS, YOU WILL NOTICE THAT THERE ARE FEWER BIRDS AROUND IN WINTER THAN IN SUMMER.

BIRDS

Grades: 2 - 6

Students learn what makes a bird a bird and how birds adapt to their varied environments. The colorful, informative 2-disk program includes a 16-page teacher's guide. Requires 48K.

JP-3230-AP 5.25" disk only.	**$35.00**



A bird has been spotted in the backyard! Send out the observer to help you discover what kind of bird it is.

Remember, our field trip is over at 4:00!

Press SPACE BAR to continue

BACKYARD BIRDS

Grades: 3 - 6, Junior High

This simulation brings your students on a bird watching field trip, where they'll learn to identify birds by collecting information about each bird's characteristics and comparing it to the on-line field guide. Students gather data by sending out an "observer", who describes the features of a mystery bird. By carefully recording the data, your students can narrow the list of possibilities, identify the bird, and add it to the Backyard Bird Life List. Students are challenged to identify as many birds as they can during the field trip. Students also have the option to explore the database of North American birds by name or by family. An on-line glossary is included. Requires 128K.

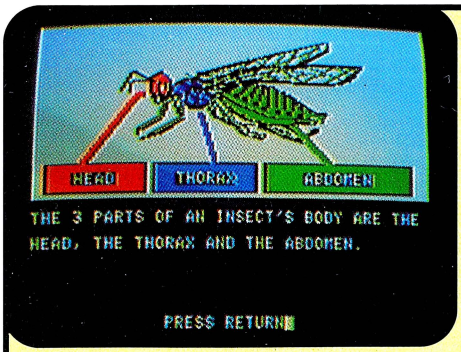
MEC-216B-AP 5.25" disk w/backup.	**$59.00**
MEC-216L-AP Lab pack of 5.	**$149.00**
MEC-216B-AP3 3.5" disk w/backup.	**$59.00**
MEC-216L-AP3 Lab pack of 5.	**$149.00**

MARINE INVERTIBRATES

Grades: 7 - Adult

Marine Invertibrates presents information on animals from the Phyla Porifera (sponge), Mollusca (sea anemone), Coelenterata (clam), and Echinodermata (starfish). The Lessons present the information with the text and color graphics. With the Probes students review anatomical parts and functions. The Games involve identification, spelling, and other games using vocabulary from the lessons. The Quiz generates multiple choice and true/false questions based on the Lessons and Probes. Includes Teacher's Guide with worksheets. Requires 64K.

VT-185-AP 5.25" disk.	**$59.95**
VT-185L-AP Lab pack of 10.	**$149.95**
VT-185-AP3 3.5" disk.	**$59.95**
VT-185L-AP3 Lab pack of 10.	**$149.95**



THE 3 PARTS OF AN INSECT'S BODY ARE THE HEAD, THE THORAX AND THE ABDOMEN.

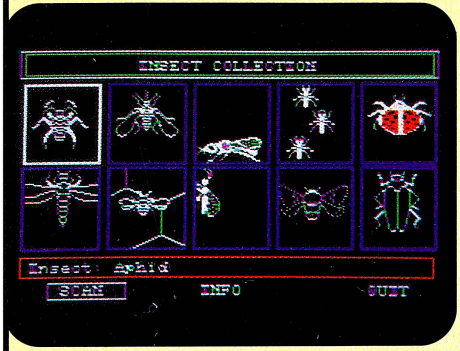
PRESS RETURN

INSECTS

Grades: 2 - 5

Here's a colorful 2-disk program to introduce children to these very interesting members of the animal kingdom. Included is a 16-page activity guide. Requires 48K.

JP-3202-AP 5.25" disk only.	**$35.00**



INSECT COLLECTION

Insect: Aphid

THE INSECT WORLD

Grades: 7 - Adult

The Insect World features tutorials on insect types (harmful-beneficial), insect body parts (exoskeleton, head, thorax, abdomen, internal systems), and insect survival (food, shelter, locomotion). The system includes an X-Ray Machine for viewing internal structures, respiratory and nervous systems of a grasshopper, a Metamorphosis Machine detailing a butterfly's life cycle, Scholastic Quizzes, a Glossary of Terms, and a Teacher's Guide. Requires 64K.

VT-150-AP 5.25" disk.	**$69.95**
VT-150L-AP Lab pack of 10.	**$339.95**
VT-150-AP3 3.5" disk.	**$69.95**
VT-150L-AP3 Lab pack of 10.	**$339.95**

VISIBLE BUGS

Grades: 3 - 6, Junior High

Rather than just reading about Mendel's amazing genetic discovery, Invisible Bugs gives students an opportunity to put his concepts into practice. Your students design their own experiments by selecting their own beetles and observing their offspring. They'll learn about heredity, natural selection, dominant and recessive genes, and many other principles. After students grasp these challenging concepts, their job is to create a population of beetles with physical traits that will enable them to avoid detection by a predator. Requires 128K.

MEC-218B-AP 5.25" disk w/backup.	**$59.00**
MEC-218L-AP Lab pack of 5.	**$149.00**
MEC-218B-AP3 3.5" disk w/backup.	**$59.00**
MEC-218L-AP3 Lab pack of 5.	**$149.00**

THE WORLD OF INSECTS

Grades: 5 - 8

This program will introduce your students to the study of insects. Detailed graphics and informative text screens aid them in understanding insect types, insect anatomy, and their constructive and destructive relationship with man. Includes Teacher's Lesson Planner. Requires 64K.

FM-7505B-AP 5.25" disk w/backup.	**$45.00**
FM-7505L-AP Lab pack of 12.	**$135.00**
FM-7505B-AP3 3.5" disk w/backup.	**$45.00**
FM-7505L-AP3 Lab pack of 12.	**$135.00**

INSECTS

Grades: 3 - 5

This program provides the student with excellent information on insects. Body parts, "good guys" and "bad guys", DDT spraying, stages of development, how and where insects live are discussed. A frog and a bee provide the game fun that reinforces learning. A series of questions will help the student check to see if he or she has remembered the information. Game follows. Right answers are rewarded and incorrect answers are corrected without penalty. Complete with Teacher's Guide and reproducible Master Activity Sheets. Requires 64K.

RP-E4C1-AP 5.25" disk.	**$39.95**
RP-E4C1-AP3 3.5" disk.	**$39.95**

SEA LIFE

Grades: 8 - 12

In *Sea Life*, students make observations on specimens contained in the *Sea Life Kit.* Included are a sand dollar, sea urchin, starfish, crab shell, sea glass, and ten seashells. Also, sand from Cape Cod, Maine, Bermuda, and Hawaii is glued to cards for study.

The second part of the program is an interactive story of a SCUBA hunt for sharks and sunken treasure. High-res graphics depict the anatomy of common sharks, and an animated "Jaws" attacks the undersea explorers. Students can also tour a Whale Zoo to learn about these huge animals.

Sea Life Kit

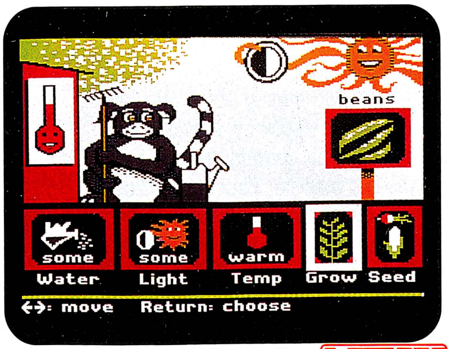
Includes: a sand dollar, sea urchin, starfish, crab shell, sea glass, and ten seashells. Requires 64K.

SPS-5-AP 5.25" disk only.	**$35.00**

Beachcombing Treasures

Consists of three lessons: *Tidepool Animals, Sea Shells* and *What Am I?* The *Sea Life Kit* is required with this program. Requires 64K.

SPS-5D-AP 5.25" disk only.	**$29.95**



WOOLY'S GARDEN

NEW '92 RELEASE

Grades: K - 2

This discovery-learning simulation is an excellent introduction to the science inquiry process. Kids select plants and regulate up to three variables that affect growth. They then collect and analyze the information to identify the growth characteristics of their plants. Features multiple difficulty levels. Contains student records and a variety of management options. Requires 128K.

MEC-309-AP 5.25" disk.	$59.00
MEC-309L-AP Lab pack of 5.	$149.00
MEC-309-AP3 3.5" disk.	$59.00
MEC-309L-AP3 Lab pack of 5.	$149.00

DEBBIE GREENTHUMB

Grades: 1 - 4

Through Debbie, a young girl, and her mother, who is a greenhouse operator, students are presented a great deal of elementary biological information on plants. The topics covered are: Plants, Plants Everywhere, Where Plants Come From, How Plants Grow, and Plants in your life. Requires 48K.

UL-68502-AP 5.25" disk only.	$29.95

DEBBIE GREENTHUMB VIDEO STUDY UNIT

Grades: 1 - 5

Introduce your student to the world of plant life as they join Debbie Greenthumb and go on location to a greenhouse. They will see and learn how plants grow, plant structure, and the important processes plants carry out. In addition, students will see how important plants are to us for the oxygen, food, fuel, and clothing they provide. This video study unit includes 4 13-minutes live action videos, teachers guide, 25 blackline masters.

Complete set

V21-953-VHS.	$199.00

Plants Can Be Found Everywhere - This video shows a variety of plants and environment conditions

V21-1113-VHS 13 minutes.	$59.00

Where Plants Come From - Plant distribution is explained in this video.

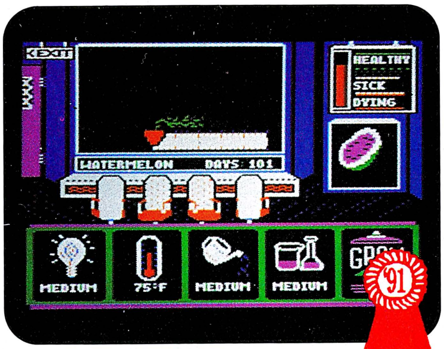
V21-1123-VHS 13 minutes.	$59.00

How Plants Grow - The growth of plants is discussed in this video.

V21-1133-VHS 13 minutes.	$59.00

The Importance of Plants To Our World - This video shows how plants are the basis of all food chains.

V21-1143-VHS 13 minutes.	$59.00

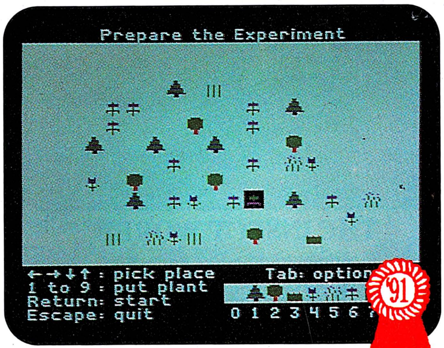


LUNAR GREENHOUSE

Grades: 3 - 9

In this space-age science simulation, kids investigate the influence that four variables - light, temperature, water and plant food - have on germination, growth, and yield of vegetable plants. Students are challenged to determine the best set of variable conditions to produce a robust crop. Requires 128K.

MEC-215-AP 5.25" disk.	$59.00
MEC-215L-AP Lab pack of 5.	$149.00
MEC-215-AP3 3.5" disk.	$59.00
MEC-215L-AP3 Lab pack of 5.	$149.00



WEEDS TO TREES

Grades: 3 - 9

Kids learn secondary plant succession principles by managing a land tract. They select nine different plants and observe how the plants grow, interact, and reproduce. Students then manage the land so that a given set of plants will be maintained. Requires 128K.

MEC-217B-AP 5.25" disk w/backup.	$59.00
MEC-217L-AP Lab pack of 5.	$149.00
MEC-217B-AP3 3.5" disk w/backup.	$59.00
MEC-217L-AP3 Lab pack of 5.	$149.00

PLANTS

Grades: 2 - 6

This bright and colorful 2-disk program provides an informative basic study of plants, how they grow and how they help us. Students' knowledge is reinforced with comprehesion questions as the program progresses. Information is reviewed when necessary. A matching or other short quiz-type activity culminates each program. A 16-page activity guide is included. Requires 48K.

JP-3206-AP 5.25 disk only.	$35.00

THE PLANT GROWTH SIMULATOR ELEMENTARY VERSION

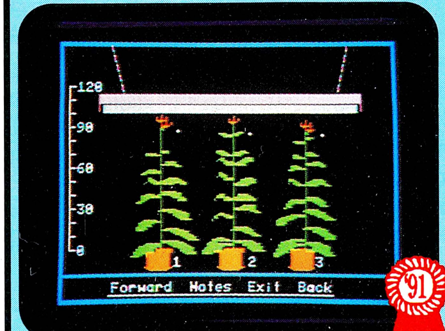
Critic's Choice

Grades: 4 - 12

Using dynamic graphics and animations, this program simplifies the fascinating topic of plant growth to the elementary level. Students will see a bee pick up pollen from one flower and deposit it in another; they'll see how a flower develops into a fruit, or how a dandelion spreads its parachute-like seeds; they'll watch a bean seed germinate and grow into a full plant, and much more. Includes: Teacher's Lesson Planner; Student Workbook; 2 disks & backups. Requires 64K.

FM-0173B-AP 5.25" disk w/backup.	$129.00
FM-0173L-AP Lab pack of 12.	$387.00
FM-0173B-AP3 3.5" disk w/backup.	$129.00
FM-0173L-AP3 Lab pack of 12.	$387.00
Additional set of ten student workbooks **FM-EA0173W.**	$29.00

COMPUTER INVESTIGATIONS: PLANT GROWTH



Grades: 7 - 12

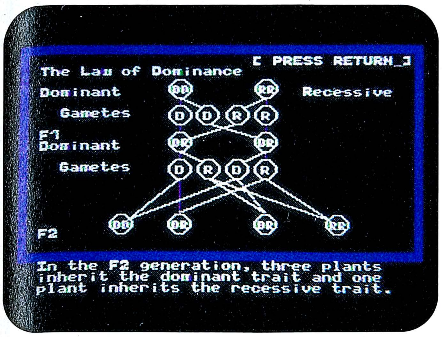
This program provides the ability to turn real weeks and months into minutes on the computer. Students choose the number of plants to grow and the number of weeks to grow them. They can then choose from among eight growth variables. At any time, the student can access an on-screen library of helpful information or a set of notes that provide additional hints on experimental design. Includes: Teacher's Lesson Planner; Student Workbook. Requires 128K.

FM-0176B-AP 5.25" disk w/backup.	$99.00
FM-0176L-AP Lab pack of 12.	$297.00
FM-0176B-AP3 3.5" disk w/backup.	$99.00
FM-0176L-AP3 Lab pack of 12.	$297.00

THE PLANT: NATURE'S FOOD FACTORY

Grades: 7 - Adult

The Plant features tutorials on flowers, leaves, stems, roots and cells, and simulated experiments allowing students to manipulate the variables involved in photosynthesis, growth rate, genetics and chlorophyll. The learning system also includes three scholastic quizzes - *Vocabulary Whiz*, *Scrambler*, and *Wordsearch* - to build science vocabulary, a computer glossary of terms, superb high-resolution graphics and a Teacher's Guide with reproducible black-line master worksheets.



In the F2 generation, three plants inherit the dominant trait and one plant inherits the recessive trait.

Requires 64K.

VT-134-AP 5.25" disk. $69.95

VT-134L-AP Lab pack of 10. .... $339.95

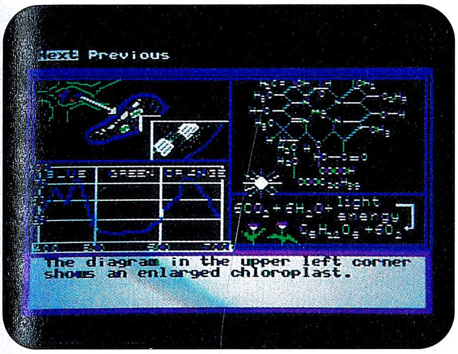
VT-134-AP3 3.5" disk. $69.95

VT-134L-AP3 Lab pack of 10. .... $339.95

PLANT AND ANIMAL CELLS

Grades: 7 - Adult

Plant and Animal Cells presents information on the general structure of plant cells, photosynthesis, the general structure of animal cells and mitosis. *The Lessons* present informational text and color graphics. *The Probes* allow the student to review structural parts and functions. *The Games* involve identification, spelling, and other word games using vocabulary from the Lessons. *The Quiz* generates multiple choice and true/false questions based on the Lessons and Probes. Includes Teacher's Guide with reproducible worksheets. Requires 64K.



$6CO_2 + 6H_2O +$ light energy $\rightarrow C_6H_{12}O_6 + 6O_2$

The diagram in the upper left corner shows an enlarged chloroplast.

VT-215-AP 5.25" disk. $59.95

VT-215L-AP Lab pack of 10. .... $199.95

VT-215-AP3 3.5" disk. $59.95

VT-215L-AP3 Lab pack of 10. .... $199.95

PLANT GROWTH

Grades: 7 - Jr. College

This courseware package is designed for any science curriculum that includes the study of plant anatomy and physiology. Spectacular color graphics and simulations illustrate the physiology of growth from seed to plant. Students study hormone control, feedback mechanisms, transport, and differentiation. They interpret graphs and receive extensive drill and practice as they learn. The topics cover growth, the root tip of the plant, stem cross sections, the terminal bud, and plant hormones. Includes: Real-time simulation to demonstrate hormone feedback control; Extensive chart and graph analysis; Detailed diagrams. Requires 128K.

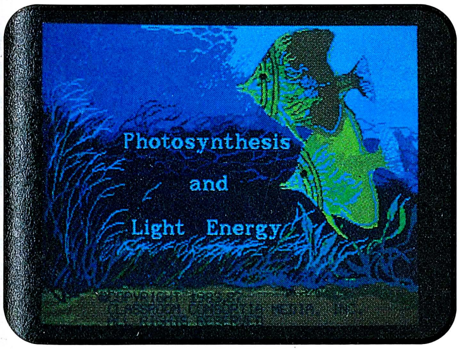
PLANT GROWTH

GEM-1002-AP 5.25" disk only. $49.95

GEM-1002L-AP Lab pack of 10. .... $175.00

PHOTOSYNTHESIS & LIGHT ENERGY

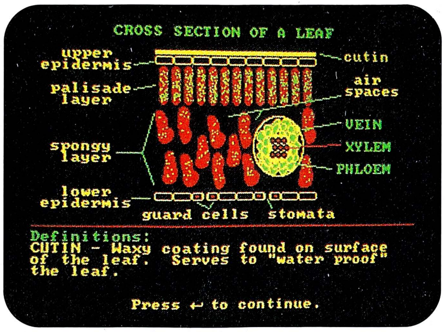
Grades: 8 - Jr. College



This courseware program is designed for any science curriculum that includes the study of living systems. The inquiry approach is used to investigate the biochemical process of photosynthesis. Animated simulations, challenging activities, and spectacular color graphics illustrate the characteristics of light and its role as an energy source. Students are involved in controlled experiments with concise explanations that ensure comprehension. Requires 128K.

GEM-1001-AP 5.25" disk only. $49.95

GEM-1001L-AP Lab pack of 10. .... $175.00



Definitions:
CUTIN - Waxy coating found on surface of the leaf. Serves to "water proof" the leaf.

Press ↵ to continue.

LEAF: STRUCTURE & FUNCTION

Grades: 8 - Jr. College

Courseware package designed for any general science and biology curriculum. Spectacular color graphics illustrate the anatomy and physiology of the leaf. Students explore the role of the leaf as the "chemical factory" of the plant. Challenging situations, in which students can alter variables, provide exciting feedback. The module topics cover transportation on the leaf, structure of the leaf, photosynthesis and the leaf, and action of the stomate in gas exchange.

Highlights of the program include: Interactive simulations in which students alter variables; Experimentation with phenomena that could not otherwise be observed in such a short time, such as the opening and closing of the stomate; Detailed diagrams

Requires 128K.

GEM-1003-AP 5.25" disk only. $49.95

GEM-1003L-AP Lab pack of 10. .... $175.00

PASSIVE TRANSPORT

Grades: 8 - College

A courseware package designed for any science curriculum that includes study of biological systems. Exciting graphics and real-time animated simulations illustrate the processes of diffusion and osmosis. The inquiry approach helps students discover the concepts that are basic to understanding these crucial processes. Students analyze graphs and receive extensive feedback as they learn. Topics cover structure of molecules, the process of diffusion, transportation through a membrane, and equilibrium and osmosis. The program can offer graded quizzes after each unit module, and some of the documentaion written to the educators includes instructional objectives, timelines, suggested activities, and reinforcement activities. Requires 64K.

GEM-1005-AP 5.25" disk only. $49.95

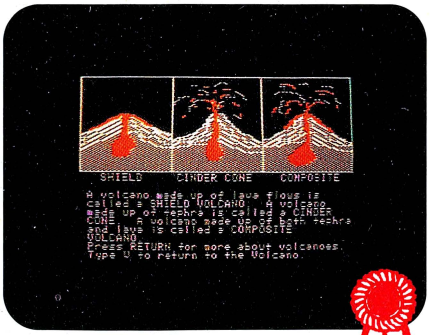
GEM-1005L-AP Lab pack of 10. .... $175.00

PLANT

Grades: 9 - 12

Plant is a simulation of the relationship of light intensity and light duration to the growth and development of a green plant. Students vary light conditions and measure the height, leaf size, and the leaf internode distance of a graphic image of a growing plant. The program stresses controlling variables, drawing cause and effect conclusions, measurement skills, tabulation, and graphing. The program is integrated with a teacher's guide and a student laboratory guide with lab experiments. Requires 48K.

DEE-203-AP 5.25" disk only. $59.95



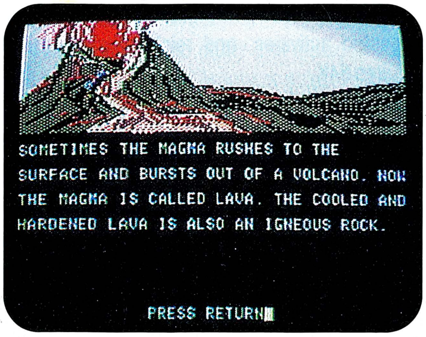
A volcano made up of lava flows is called a SHIELD VOLCANO. A volcano made up of tephra is called a CINDER CONE. A volcano made up of both tephra and lava is called a COMPOSITE VOLCANO.
Press RETURN for more about volcanoes.
Type V to return to the Volcano.

SIMULATIONS IN EARTH SCIENCE

Grades: 3 - 6

Through the computer's magic, students trek the high volcanoes, travel to the world's perilous earthquake zones, and navigate through heavy weather systems to expand their understanding of important earth science concepts. *Simulations in Earth Science* guides students in making new discoveries in four basic earth science subjects: volcanoes, earthquakes, clouds, and weather instruments. The computer uses a variety of teaching methods to help students master important scientific principles, including simulations using animated graphics, data gathering routines, tutorials and much more. The student's computer experience is integrated with worksheets, produced from blackline masters, which allow them to apply what they've learned in a variety of problem-solving and decision-making activities. Requires 128K.

Clouds		
DC-221-AP	5.25" disk only.	**$39.95**
DC-221L-AP	Lab pack of 10.	**$119.85**
Volcanos		
DC-222-AP	5.25" disk only.	**$39.95**
DC-222L-AP	Lab pack of 10.	**$119.85**
Earthquakes		
DC-223-AP	5.25" disk only.	**$39.95**
DC-223L-AP	Lab pack of 10.	**$119.85**
Weather Instruments		
DC-224-AP	5.25" disk only.	**$39.95**
DC-224L-AP	Lab pack of 10.	**$119.85**
Complete Program		
DC-220-AP	5.25" disk only.	**$149.95**
DC-220L-AP	Lab pack of 10.	**$449.85**



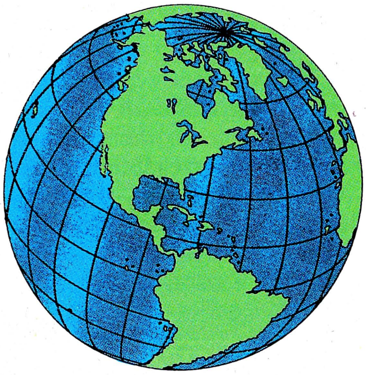
SOMETIMES THE MAGMA RUSHES TO THE SURFACE AND BURSTS OUT OF A VOLCANO. NOW THE MAGMA IS CALLED LAVA. THE COOLED AND HARDENED LAVA IS ALSO AN IGNEOUS ROCK.

EARTHQUAKES & VOLCANOES

Grades: 3 - 6

Concepts are clearly presented in this colorful 3-disk program. Students gain a better understanding of the earth on which we live! Included is a 16-page guide. Requires 48K.

JP-3231B-AP	5.25" disk only.	**$35.00**



THE GREAT EARTH SCIENCE KNOWLEDGE RACE

Grades: 8 - 12

If you've been looking for a way to integrate the computer into your lessons while actively involving your students, you've found it! This program provides students with questions from various categories within the traditional earth science curriculum. Students have fun capturing categories, including a "Pot Luck" category. Contains 2 disks, 4 categories each.

The Universe
The Earth's Structure
Rocks & Minerals
Geological History
Energy & The Earth
Weather & Climate
Weather Effects
The Oceans

Requires 48K.

FM-2800B-AP	5.25" disk w/backup.	**$85.00**
FM-2800L-AP	Lab pack of 12.	**$269.00**
FM-2800B-AP3	3.5" disk w/backup.	**$85.00**
FM-2800L-AP3	Lab pack of 12.	**$269.00**

ODELL LAKE

Grades: 4 - 6

Kids explore life under water in a package filled with great animation and surprising random events. While taking on the roles of various species of fish in a mountain lake, children learn about animal interaction and the food chain. Requires 64K.

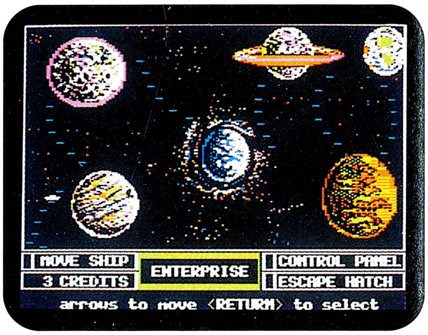
MEC-191B-AP	5.25" disk	**$59.00**
MEC-191L-AP	Lab pack of 5.	**$149.00**
MEC-191B-AP3	3.5" disk	**$59.00**
MEC-191L-AP3	Lab pack of 5.	**$149.00**

VIDEO

EARTHQUAKES

This program focuses on the causes and effects of movement within the earth. Faults, fractures, epicenters, and primary and secondary waves are all discussed and illustrated. The efforts of scientists to predict earthquakes through the use of seismographic equipment is also explored. Teacher's guide is also included.

V03-8110-VHS	20 minutes.	**$59.95**



SCIENCE TREK - EARTH SCIENCE VERSION

Grades: 6 - 9

Students love the exciting arcade game format of *Science Trek*. This program is designed to be used either with a class in a computer lab or with individuals or small groups in a science classroom. On their trek toward a new planet, students must make decisions, answer earth science questions, and solve problems while gathering supplies and piloting their space ship through dangerous territory. Includes a Save Game option for unfinished missions and complete documentation. Requires 128 K.

MCC-006B-AP	5.25" disk, w/backup.	**$49.95**
MCC-006L-AP	Lab pack of 10.	**$139.95**
MCC-006B-AP3	3.5" disk, w/backup.	**$49.95**
MCC-006L-AP3	Lab pack of 10.	**$139.95**

SCIENCE LITERACY: THE LIO PROJECT AND THE LORTEP PROJECT

Critic's Choice

Grades: 7 - 12

Junior high students learn about the tools and processes of science. They develop skills in formulating questions, in acquiring, organizing and interpreting information, in quantifying and in forming and testing hypothesises.

THE LIO PROJECT

It's 2015 and the earth's fuel gauge is fast approaching empty. The fuel supply may be replenished with a new discovery; microscopic lio, organisms which exist in small amounts and secrete an oil that can serve as fuel. Students are challenged to examine the Lio, keep them alive and increase their population and oil production. Requires: 48K

LG-381B-AP	5.25" disk w/backup.	**$79.00**
LG-381L-AP	Lab pack of 5.	**$138.00**

THE LORTEP PROJECT

Using the program's simulated lab, students try to find the conditions that will enable Lortep to grow and produce oil. They carry out this task through Gofer, the colorful robot lab assistant. Manipulated by the keyboard, Gofer can move throughout the lab, allowing students to activate and operate lab devices and control panels. Requires 48K.

LG-383B-AP	5.25" disk w/backup.	**$79.00**
LG-383L-AP	Lab pack of 5.	**$138.00**

HOW TO START A ROCK COLLECTION

Grades: 3 - 7

The two explorers gather a variety of rocks and minerals, including quartz, feldspar, mica, granite, shale, slate, conglomerate, marble, and coal. Chunks of concrete, brick, asphalt and glass are collected also, since children frequently confuse manufactured materials with natural rocks, The specimens are first numbered, and then identified with the help of special tests and a field guide. Proper written records are utilized. The samples are catagorized into three groups: rocks, minerals, and non-rocks. At the conclusion, the new rock collection is displayed on a book shelf.

V17-113-VHS 51 minutes. **$79.00**

The following Videos are Grade levels 6 -12

COMMON FOSSILS OF THE UNITED STATES

An introduction to the wide variety of fossils found in the United States. This video explores the age, geologic range and environment for aminifera, corals, crinoids, bryozoans, sponges, brachiopods, pelecypods, gastropods, trilobites, and vertebrates. Includes footage of the famous dinosaur quarry at Dinosaur National Monument. IncludesTeacher's guide .

V03-8160-VHS 20 minutes. **$69.00**

MINERALS: BUILDING BLOCKS OF THE EARTH

Understand the intriguing world of mineral's our plantet's most fundamental earth material. See how geologists collect and identify minerals from the earth's crust, how the arrangement of atoms determines the unique properties of minerals and how these nonrenewable earth resources provide us with the raw materials for a wide range of useful products. Includes teacher's guide.

V03-8510-VHS 19 minutes. **$69.00**

WEATHERING AND EROSION

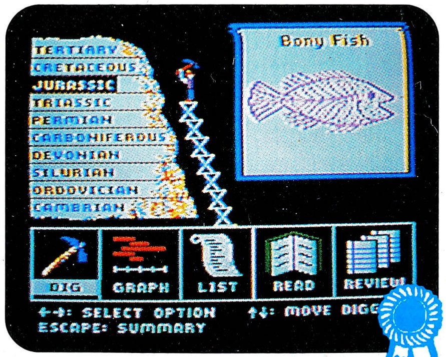
This program explores how the surface of the earth is in constant struggle with the elements of nature. Wind, water, gravity, temperature, and chemical reactions all break down rock formations to form soils, river deposits, beach deposits, and dunes. Examples of each of these processes and the landforms they reproduce are depicted in videotapes filmed throughout the United States. A teacher's guide is available.

V03-8140-VHS 20 minutes. **$69.00**

AN INTRODUCTION TO ROCKS & MINERALS

This program looks at the characteristics used to identify common rocks and minerals. The physical properties of minerals, including hardness, luster, and color are discuses, as well as the chemical compositions of important rock-forming minerals. Common igneous, metamorphic, and sedimentary rocks are also discussed in this introductory program. A teacher's guide is included.

V03-8150-VHS 20 minutes. **$69.00**



FOSSIL HUNTER

Grades: 3 - 9

Fossil Hunter is a discovery-learning simulation that allows students to apply science-process skills while discovering how to identify common fossil organisms and the geological periods in which they lived. Students assume the roles of scientist as they set out on a fossil hunt for a museum. Like real scientists, students design systematic investigations to test the contents of each layer of sedimentary rock. They use the information to successfully solve problems that require them to locate a given list of fossils. Requires 128K.

MEC-220-AP 5.25" disk. **$59.00**
MEC-220L-AP Lab pack of 5. .... **$149.00**
MEC-220-AP3 3.5" disk. **$59.00**
MEC-220L-AP3 Lab pack of 5. .... **$149.00**

JUNIOR GEOLOGIST

Grades: 1 - 4

Factual information is presented in an easy-to-understand method for your students. The program covers: The Earth's Surface, How Land Wears down, How Land Builds Up, and Collecting rocks. Requires 48K.

UL-66102-AP 5.25" disk only. **$29.95**

ROCKS AND MINERALS

Grades: 2 - 5

Here's a colorful 2-disk program to help children learn about rocks and minerals and other aspects of the earth's surface. Included is a 16 page activity guide. Requires 48K.

JP-3207B-AP 5.25" disk only. **$35.00**

ROCKS

Critic's Choice

Grades: 3 - 6

Eighteen rock samples and other testing materials are used with this Microcourse. Give your junior geologists the chance to feel the weight of lead ore and the greasiness of graphite. Let them see the golden sheen of pyrite and the sparkling beauty of a clear quartz crystal. Have them find the hardness of obsidian, soapstone, and pumice with special test plates.

The *Rocks* kit contains generous sized samples of 18 different rocks and minerals, 3 hardness test plates, a porcelain streak plate, and a set of name cards.

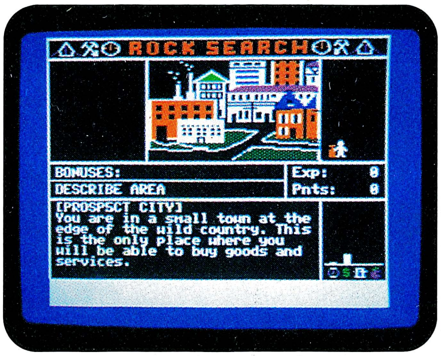
The Teacher's Guide includes 8 illustrated pages of suggestions for activities to do with the entire class.

***Rock Kit** (only)*

SPS-3K. **$49.95**

Diskette with backup & Teacher's Guide (above rock kit is not included) Requires 64K.

SPS-3DAP 5.25" disk only. **$39.95**



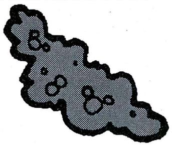
[PROSPECT CITY]
You are in a small town at the edge of the wild country. This is the only place where you will be able to buy goods and services.

ROCK SEARCH

Grades: 5 - 10

In this simulation, students are asked to search for the legendary fossil of a giant tribolite. By planning expeditions, searching out and identifying rocks and fossils, answering questions, and following clues, students become experts in the field of geology. Ultimately, if their search is successful and they find the famous tribolite, they achieve the status of bona fide Rock Doctors. Requires 64K.

FM-2033B-AP 5.25" disk w/backup. **$99.00**
FM-2033L-AP Lab pack of 12. .... **$297.00**
FM-2033B-AP3 3.5" disk w/backup. **$99.00**
FM-2033L-AP3 Lab pack of 12. .... **$297.00**

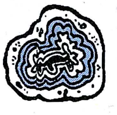


ROCKS AND MINERALS IDENTIFICATION

Grades: 8 - 12

Students act as geologists as they try to identify unknown rock and mineral samples. By requesting a variety of information from the computer about each specimen, they'll learn the different characteristics associated with some of the most common rocks and minerals. As students gather their data (the specimen's size, color, shape, etc.), they'll be building their data analysis skills, deductive reasoning, and vocabulary. Includes Teacher's Lesson Planner. Requires 48K.

FM-2002B-AP 5.25" disk w/backup. **$75.00**
FM-2002L-AP Lab pack of 12. .... **$225.00**
FM-2002B-AP3 3.5" disk w/backup. **$75.00**
FM-2002L-AP3 Lab pack of 12. .... **$225.00**



MINERAL I.D.

Grades: 9 - College

After conducting lab tests to determine an unknown mineral's attributes, students may enter their findings in *Mineral ID* to help identify the specimen. *Mineral ID* comes with a data base of 420 minerals, on-screen instructions, and a glossary. By entering several mineral attributes (14 to select from) the program will, by the process of elimination, help in the identification of an unknown specimen.

IIGS

NSP-2045-GS. **$36.00**

Macintosh

NSP-2045-MAC. **$36.00**

Weather

JUNIOR WEATHERMAN

Grades: 1 - 4

Students learn how air is warmed by the sun and how land and water affect air temperature. In addition, they visit a weather station and learn about the movement of air masses and how evaporation and condensation make clouds and rain. Requires 48K.

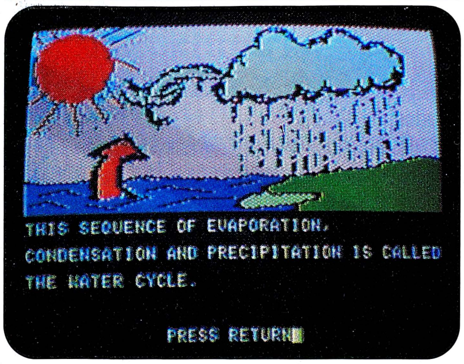
UL-66202-AP 5.25" disk only.	$29.95

JUNIOR WEATHERMAN VIDEO STUDY UNIT

Grades: 5 - 8

Help your students understand the dynamics behind the earth's weather and climate through the use of this unit of study series. Each of the three videos will provide students with insight into the complicated science of meteorology. Includes 3 11-15minute videos, teacher's guides, and blackline masters.

The Atmosphere in Motion	
V21-10032-VHS 15 minutes.	**$59.00**
The Job of A Meteorologist	
V21-1033-VHS 12minutes.	**$59.00**
Severe Weather	
V21-10034-VHS 11minutes.	**$59.00**
Complete Video Unit	
V21-10031-VHS 38 minutes.	**$149.00**



THIS SEQUENCE OF EVAPORATION,
CONDENSATION AND PRECIPITATION IS CALLED
THE WATER CYCLE.

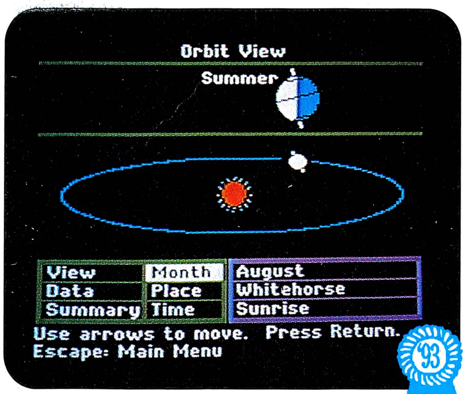
PRESS RETURN

WEATHER

Grades: 2 - 5

Children are introduced to the many factors that determine our weather as well as such important concepts of what causes our seasons. The colorful 2-disk program comes with a 16-page activity guide. Requires 48K.

JP-3209-AP 5.25" disk only.	**$35.00**



View	Month	August
Data	Place	Whitehorse
Summary	Time	Sunrise

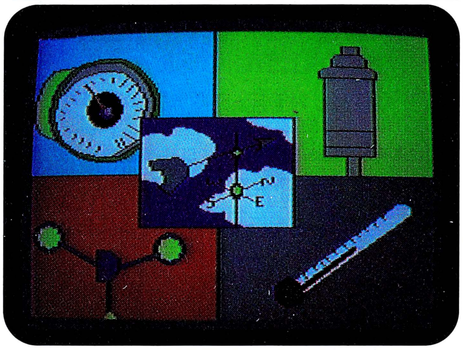
Use arrows to move. Press Return.
Escape: Main Menu

SUN & SEASONS

Grades: 3 - 6

How and why we experience seasons is one of the most fascinating scientific phenomena for young scientists to explore. Two programs help students understand the relationship between the earth, sun, and seasons. The program called Reasons for Seasons helps students to design their own investigations to see how the place, monthly, and time of day influence seasonal events. While the three levels of Seasons' Challenge test their understanding of seasonal changes. Requires 128K.

MEC-222-AP 5.25" disk.	**$59.00**
MEC-222L-AP Lab pack of 5.	**$149.00**
MEC-222-AP3 3.5" disk.	**$59.00**
MEC-222L-AP3 Lab pack of 5.	**$149.00**



WEATHER SCIENCE SET

Grades: 3 - 8

Using the computer, children examine major factors that affect climate; they learn basic vocabulary of weather observation and how instruments trace weather patterns.

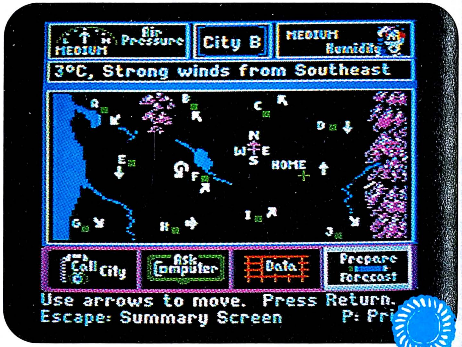
I. Forecasting The Weather

This set provides weather and meteorological information on the effect of temperature, humidity, air pressure, and wind on weather, and how weather systems are formed.

II. The Weather Station

This part looks at the various types of weather instruments used by the weather bureau. This program also enables user to input the day's weather readings. The computer comes up with a forecast for that day. Requires 64K.

OC-2500-AP 5.25" disk only.	**$59.95**
OC-2500L-AP Lab pack of 6.	**$149.00**



3°C, Strong winds from Southeast

Use arrows to move. Press Return.
Escape: Summary Screen P: Pri

FIVE-STAR FORECAST

Grades: 4-11, Jr. High

Five-Star Forecast is a discovery learning simulation that allows students to test how each of the three variables - wind direction, wind speed, and air temperature - make up and affect a weather cell. Students use the information they have collected to predict the accuracy of the variable settings prior to conducting an experiment geared toward a specific goal. Students are challenged to use the *Weather Maker* program to learn about weather systems and how they travel and react with other systems. After experiencing different weather conditions and compiling results, students are ready to accept the challenge of forecasting weather. Requires 128K.

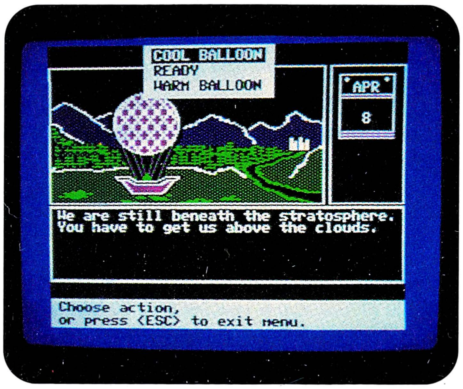
MEC-219-AP 5.25" disk.	**$59.00**
MEC-219L-AP Lab pack of 5.	**$149.00**
MEC-219-AP3 3.5" disk.	**$59.00**
MEC-219L-AP3 Lab pack of 5.	**$149.00**

WEATHER SYSTEMS

Grades: 6 - 10

Weather patterns, atmospheric factors that cause weather, heat transfer, local and global wind patterns are among the topics covered in this episode. From the beginning of earth's history to present day conditions this program presents weather in an exciting way.

V50-206-VHS 22 minutes.	**$49.95**



We are still beneath the stratosphere.
You have to get us above the clouds.

Choose action,
or press <ESC> to exit menu.

WEATHER ACADEMY

Grades 7 - 12

In this role-playing simulation, students are cast in the role of "weather rookies", apprentice weather wizards who must travel across the land learning how to control the weather. They will learn the factors involved in the formation of winds, high and low pressure areas, clouds, rain and more. This is a fun and easy-to-understand way to learn about the complexities of weather systems. Requires 64K.

FM-2032B-AP 5.25" disk w/backup.	**$99.00**
FM-2032L-AP Lab pack of 12.	**$297.00**
FM-2032B-AP3 3.5" disk w/backup.	**$99.00**
FM-2032L-AP3 Lab pack of 12.	**$297.00**

HOT LINE: ALL ABOUT ELECTRICITY

Grades: 4 - 7

Ben Franklin's experiment with a kite was one of the first steps toward understanding and controlling electricity. This single discovery now plays a role in almost every aspect of our daily lives. By doing simple lab experiments students can discover a great deal about the properties of electricity. They cover static electricity, electrons and negative and positive charges. They investigate the most dramatic example of static electricity discharging to the ground - lightning. A sequence of experiments are performed with a battery demonstrating current electricity. In demonstrating the complete circuit, students look at various electrical devices, such as flashlights, toys, computers, etc. Power lines from power plants to our homes are followed and explained.

V73-RB802-VHS 15 minutes. **$99.00**

VIDEO SCIENCE LAB: ELECTRICITY

Grades: 4 - 12

No need to hunt for elusive components! Kit includes videotape and all materials required for 7 experiments.

- No need to design lab reports! Reproducible worksheets provided.
- Clear, detailed explanations lead children to successful conclusions.
- Kids feel like scientist when they use the top quality equipment.
- Everything except fuses is reusable.

Electricity Video Science Lab turns the classroom into a laboratory with an innovative combination of videotape and top quality science equipment. Videotape teacher "BG" invites kids to become scientists as together they build circuits, test conductors and insulators, make a telegraph, and investigate how fuses work. Then, they construct a quiz board that tests concepts learned. Kit contains the videotape, reproducible worksheet masters, and equipment. The multi-kit has the same but has enough equipment for 12 students.

V56-VL251A-VHS 37 minutes. **$49.95**
V56-VL251B-VHS Pack for 12 students. **$249.95**

THE TIME TRAVELER'S GUIDE TO ENERGY

Grades: 7 - 9

When a boy from the future accidentally erases important computer data on the subject of energy in the late 20th century, he calls upon a modern day student to help him recreate our energy history. A unique combination of science fiction and science fact, this fast-paced film traces man's ingenuity throughout history at harnessing coal, wind, natural gas, solar power and other sources of energy. Live action and animation.

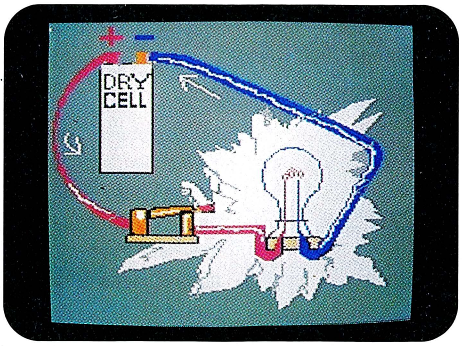
V97-MF67367-VHS 27 minutes. **$79.00**

JUNIOR ELECTRICIAN

Grades: 1 - 5

Simple experiments with everyday materials are used to demonstrate basic principles of electronics. Covers negative, positive, and static electricity; magnets and polar exploration; electrical currents; and the use of electricity in our modern day society. Requires 48K.

UL-66302-AP 5.25" disk only. **$49.95**



JUNIOR ELECTRICIAN VIDEO STUDY UNIT

Grades: 1 - 5

Contains Static Charges, Magnetism, Current Electricity, and Our Electrical World videos. Four videos totaling 40 minutes; 25 blackline masters and teacher's guide.

V21-863-VHS. **$199.00**

STATIC CHARGES

Grades: 1 - 5

This live-action video introduces electrons and protons as primary particles of the atom. It shows how objects can pick up a charge of static electricity and how that charge can attract or repel other objects.

V21-1323-VHS 10 minutes. **$59.00**

MAGNETISM

Grades: 1 - 5

Magnets are shown, discussed, and demonstrated. The relationship between magnets and electricity is presented.

V21-1333-VHS 10 minutes. **$59.00**

CURRENT ELECTRICITY

Grades: 1 - 5

Current electricity, circuits, switches, and fuese are presented in this video. Conductors and insulators are demonstrated.

V21-1343-VHS 10 minutes. **$59.00**

OUR ELECTRICAL WORLD

Grades: 1 - 5

Uses for electricity are illustrated and shown. Our dependence on electricity in everyday life is presented. Sources of electrical production are shown and discussed.

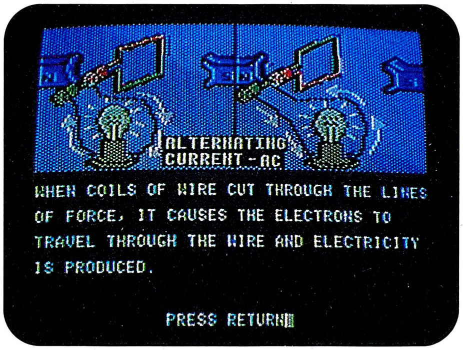
V21-1353-VHS 10 minutes. **$59.00**

ELECTRICITY

Grades: 4 - 8

This excellent 2-disk program introduces students to the phenomenon of electricity in an easy-to-understand manner. Colorful illustrations not only make the program a delight to use but also help to clarify the concepts. Students' knowledge is reinforced with comprehension questions as the program progresses. Information is reviewed when necessary. A matching or other short quiz-type activity culminates each program. Includes 16 page teacher's guide. Requires 48K.

JP-3214-AP 5.25 disk only. **$35.00**



ALTERNATING CURRENT - AC

```
WHEN COILS OF WIRE CUT THROUGH THE LINES
OF FORCE, IT CAUSES THE ELECTRONS TO
TRAVEL THROUGH THE WIRE AND ELECTRICITY
IS PRODUCED.

            PRESS RETURN
```

BASIC ELECTRICITY
a learn-by-doing science experience
1
5a
B42
Apple

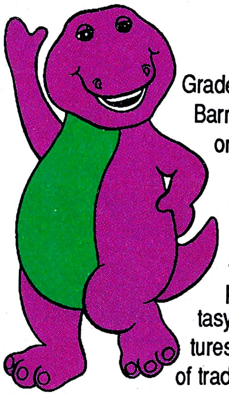
BASIC ELECTRICITY

Grades: 2 - 12

Students interact with the computer as diagrams are used to introduce the concept of current flow, open, closed, and short circuits. The problem stimulates logical thinking, as the student must make deductions from the presentation of information in order to solve switch puzzles presented in the lesson. Includes lesson, puzzle, quiz, and demonstration, Good hi-res graphics. Requires 48K.

KM-7050-AP 5.25" disk. **$39.95**
KM-7050L-AP Lab pack of 10. .... **$119.85**
KM-7050-AP3 3.5" disk. **$39.95**
KM-7050L-AP3 Lab pack of 10. .... **$119.85**

Environment Videos



ROCK WITH BARNEY

Grades: PreK - 2

Barney joins the Backyard Gang on a fun filled adventure in a movie studio. through a protect-our-earth theme, rock with Barney encourages children to sing and play along in a musical fantasy. theis Barney video features live action, an assortment of traditional, favorite songs and delightful new arrangements.

V95-98081-VHS 30 minutes. **$14.95**

LIVING TOGETHER

Grades: PreK - 6

A video in three parts that brings into focus the relationships between us and our world and its other inhabitants. Parts include Birds In Your Backyard, A City Park Community, and Communities of Living Things.

V04-4025-VHS 36 minutes. **$19.95**

THE PLAINS

Grades: PreK - 6

Follow the chain of life through adversity and climatic extremes in the ecosystems of The Desert, The Prairie, and The Meadow.

V04-4028-VHS 43 minutes. **$19.95**

ENVIRONMENTS

Grades: K - 8

In part 1, *A Stream Environment*, we explore the beginnings and substance of streams. A complete picture of the many elements that make up these fragile worlds within our world. Part 2, *Ark*, portrays the threat of pollution. We see one man's effort to do something to change the barren future he sees. This is a dramatization.

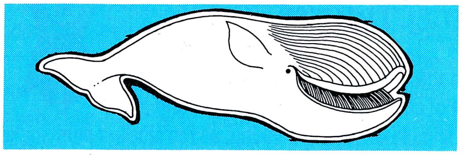
V04-4024-VHS 29 minutes. **$19.95**

ECOLOGY-GIANT SEQUOIA

Grades: 4 - 12

Largest of all living things! Learn about these amazing trees and their relationships with other forest inhabitants. Experience the splendor of the Giant Sequoia groves in Sequoia and Yosemite National Parks.

V02-43-VHS 30 minutes. **$29.95**



TO SAVE A WHALE

Humpback whales, the "gentle giants" of the deep, whose hauntingly captivating songs have endeared them to millions were on the brink of extinction due to the inhumjane whaling organizations...until a few courageous people decided to do something about it.

V50-K2902-VHS 30 minutes. **$39.95**

REDUCING, REUSING & RECYCLING: ENVIRONMENTAL CONCERNS

Critic's Choice

Grades: 4 - 8

Solid waste is almost anything a person throws away, including trash and garbage.

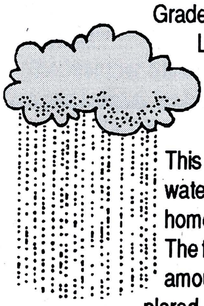
This program focuses on the problems created by solid waste and offer ways to help alleviate these problems. Students will be made aware of the fact that natural resources are often the base for products that become solid waste and that many such resources are nonrenewable resources, such as the aluminum in a soda can. Even renewable resources, such as trees that are cut down to make paper, are being depleted at a faster rate than we can renew them. Toxic substances get into the surrounding soil when garbage is disposed of in dumps. Landfill sites are filling up and new sites are difficult to find. Improper disposal of waste affects our land, water and air. It is past time to Reduce, Reuse and Recycle. Students in this video will demonstrate the Three R's approach and we will see that we are, indeed, responsible for our environment and for the future of our planet.

Best of the Year, Media and Methods - 1991
Best of the Year, Science Books and Films - 1990

V73-RB853-VHS 20 minutes. **$99.00**

SOURCE OF LIFE?: WATER IN OUR ENVIRONMENT

Grades: 4 - 8



Living things need water to survive. This statement exemplifies the importance of water to humans and other forms of life. This full motion video explains where water is found, and how its used in homes, industry, and agriculture. The fact that we cannot increase the amount of available water is explored as well as how water pollution affects humans and other forms of life. The major causes of water pollution are examined along with ways that society can address these problems, including water conservation.

V73-RB861-VHS 22 minutes. **$99.00**

JUNK DUMP

Grades: 6 - 12

The problem of disposal of solid wastes is addressed in this satirical comedy. It portrays one day in the life of a couple who live in a garbage dump. They pursue their "normal" activities, oblivious to anything unusual. As the family comically resigns itself to these terrible living conditions, the message becomes clear that this bizarre fantasy might come true if the problem isn't solved.

> "The film has fantastic discussion possibilities and is excellent for pointing out the simple fact that without efficient waste disposal systems, every consumer is merely a junkman in disguise." Ecology Today

V16-4328-VHS 16 minutes. **$69.95**

POWER UP?: ENERGY IN OUR ENVIRONMENT

Grades: 4 - 8

This full motion video focuses on various issues relating to energy in the environment. It concentrates primarily on the greenhouse effect, air pollution, acid rain and energy conservation. Students will see how we use and rely on energy in our daily lives, sources of energy, what fossil fuels are and how burning fossil fuels contribute to air pollution, smog, acid rain and the green house effect. In addition, the video addresses some things society can do to lessen the effects of energy consumption. Students will also see how they personally can help solve environmental problems related to energy through conservation.

V73-RB862-VHS 22 minutes. **$99.00**

ECOSYSTEMS

Grades: 6 - 12

This video describes relationships of plants, animals & environments, Dispersal, Barriers, Natural Community, The Biomes, Artificial Ecosystems, and rhythms. Experiments are conducted to demonstrate each subject discussed. Lab safety procedures are presented and used during the video.

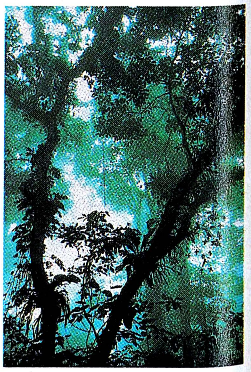
V50-204-VHS 22 minutes. **$49.95**

THE GREENHOUSE EFFECT

Grades: 8 - 12

A simulated newscast of the future sets the stage for the potential changes that could occur on Earth. This video offers students a comprehensive look at the causes and effects of global warming due to the increase in gases created by people. All factors involved, as well as important definitions are covered.

V16-206-VHS 17 minutes. **$69.00**

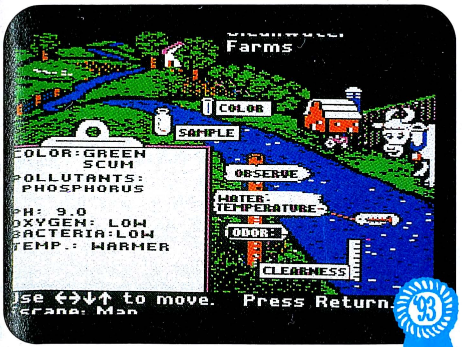


SPACESHIP EARTH: OUR GLOBAL ENVIRONMENT

Grades: 6 - 12

Eating burgers in Los Angeles. Surfing in Australia. Indians in the Amazon. What in the world do these have in common? *Spaceship Earth* travels the globe to discover amazing links between people, nature and technology. Covers Deforestation, Global Warming and Ozone Depletion. *Spaceship Earth* informs, entertains and inspires--reminding us to think global and act local. Features a profile on international rock star Sting and his work on behalf of the rainforest; and covers specific action steps that individuals can take to make a difference. Also includes Teacher's Guide. 1991 Release.

V104-12790-VHS 25 minutes. **$49.95**



OLOR: GREEN SCUM
OLLUTANTS: PHOSPHORUS
H: 9.0
XYGEN: LOW
ACTERIA: LOW
EMP.: WARMER

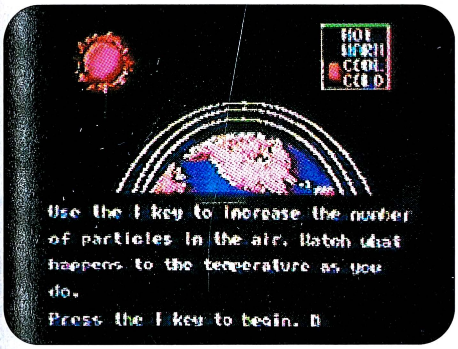
se ←→↓↑ to move. Press Return.

CLEANWATER DETECTIVES

Grades: 3 - 6, Jr. High

Cleanwater Detectives is a computer simulation that challenges students to learn how human activities affect water quality. Presented is a pollution problem, such as "Algae is clogging boat motors in lake Sarah." Students must find out "Whodunit", identify the cause of the problem, and suggest an appropriate course of action. Requires 128K.

MEC-282-AP 5.25" disk.	**$59.00**
MEC-282L-AP 5.25 Lab pack of 5.	**$149.00**
MEC-282-AP3 3.5" disk.	**$59.00**
MEC-282L-AP3 Lab pack of 5.	**$149.00**



Use the I key to increase the number of particles in the air. Watch what happens to the temperature as you do.

Press the I key to begin.

SCIENCE 1: THE ENVIRONMENT

Grades: 4 - 7

Basic concepts of ecology. Activities include the Greenhouse Effect, climate and weathering, using energy, and the Westhills Energy Scramble.

DDC-501-AP 5.25" disk.	**$49.95**
DDC-501L-AP Lab pack of 5.	**$109.95**
DDC-501-AP3 3.5" disk.	**$49.95**
DDC-501L-AP3 Lab pack of 5.	**$109.95**

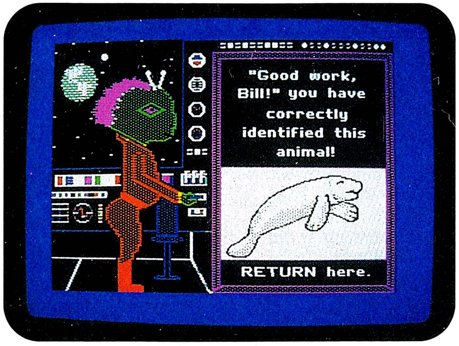
HELP OUR EARTH!

NEW '92 RELEASE

Grades: 4 - 9

"Help Our Earth!" is a flexible, multi-media, ecology-based writing program. Special features include color graphics, fun sounds, easy-to-use instructor's guide, inspiring award-winning video and rich literature. environmentally aware students publish expressive stories, poems, plays, letters, journals, and essays to be shared.. The ecology-based writing files are compatible with your favorite word processor, such as *ClarisWorks, MacWrite II, Appleworks*, or *Microsoft works*. If you can run your word processor, you can run this program even on your network. Includes *Spaceship Earth* video.

MON-001-AP.	**$299.00**
MON-001-MAC.	**$399.00**



"Good work, Bill!" you have correctly identified this animal!

RETURN here.

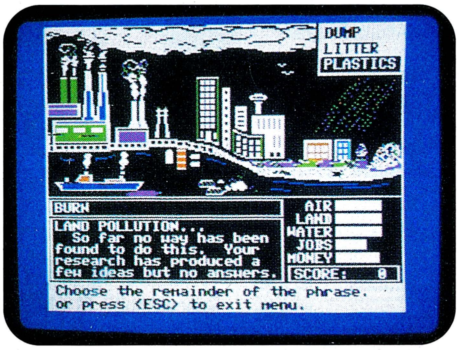
GALACTIC ZOO

Grades: 6 - 12

Your students will develop an appreciation for Earth's rare and endangered species as they explore *Galactic Zoo.* Never fear! The animals in jeopardy are about to be saved by the Galactic Council (a group of benevolent human beings) along with some help from your students. This program, disguised as a space-age game, challenges students to identify endangered species of mammals, birds, reptiles, amphibians, and fish by using a format that will enhance their thinking skills, strengthen their vocabulary, and increase their awareness of the interdependence of all living things. *Galactic Zoo* contains a database of information about 60 endangered animals. Twelve categories of information are included, such as physical size and features, habitat, food sources, habits, predators, and scientific classification. Colorful graphics of each animal also appear as the game is played.

Requires 48K.

FM-0191B-AP 5.25" disk w/backup.	**$85.00**
FM-0191L-AP Lab pack of 12.	**$269.00**
FM-0191B-AP3 3.5" disk w/backup.	**$85.00**
FM-0191L-AP3 Lab pack of 12.	**$269.00**



LAND POLLUTION..
So far no way has been found to do this. Your research has produced a few ideas but no answers.

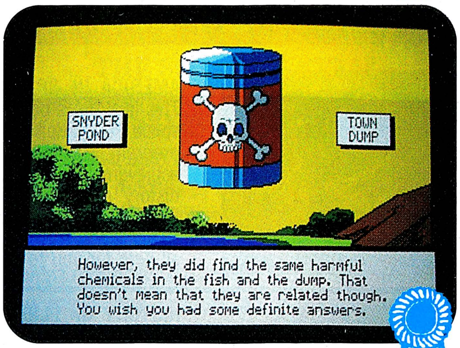
Choose the remainder of the phrase, or press <ESC> to exit menu.

POLLUTION CONTROL

Grades: 7 - 12

The city of Misery is well named: A community plagued by all manner of land, water, and air pollution. The situation is critical and demands immediate action. As head of the Polution Patrol, students must try to eliminate or control pollution, and identify the sources of the problems. They will learn the causes and effects of pollution as well as the economic and business/employment associated costs of pollution control. Requires 64K.

FM-2031B-AP 5.25" disk w/backup.	**$99.00**
FM-2031L-AP Lab pack of 12.	**$297.00**
FM-2031B-AP3 3.5" disk w/backup.	**$99.00**
FM-2031L-AP3 Lab pack of 12.	**$297.00**



However, they did find the same harmful chemicals in the fish and the dump. That doesn't mean that they are related though. You wish you had some definite answers.

DECISIONS, DECISIONS, THE ENVIRONMENT

Grades: 5 - 12

The Environment rolls your students in a compelling simulation where they address crucial environmental questions. From the perspective of a town mayor, students consider the roles of individuals and communities in both local and global environmental problems. The town is plagued by a bulging dump and a polluted pond. What will your students do? How will their actions affect their community, their neighbors, and the world? As they move through the simulation, your students will learn about landfills, water pollution, recycling, the greenhouse effect and much more. They will face land use issues, waste disposal problems, and tough policy decisions.

The Environment fosters and reinforces both cooperative learning and critical thinking. Advisors present conflicting viewpoints and information. Students must analyze and share that information. Includes program disk with back-up disk, 24 student reference books (6 sets of 4), Comprehensive teacher guide, critical thinking booklet, lesson plans, reproducible worksheets.

Apple Requires 64K

TMS-215-AP 5.25" disk only.	**$149.95**
TMS-215L-AP Lab pack of 5.	**$199.95**

Macintosh Requires 1 MB

TMS-215-MAC 3.5" disk.	**$149.95**
TMS-215L-MAC Lab pack of 5.	**$199.95**

Call about Spanish Version

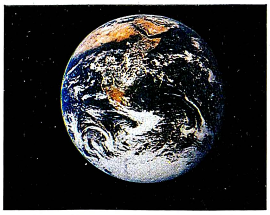
HOTHOUSE PLANET

Grades: 9 - Adult

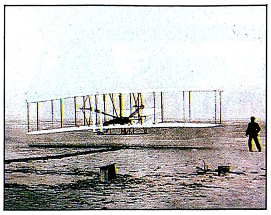
A high impact program on a vital issue - the warming of the earth - and what can be done to control the upward spiral of greenhouse gases responsible. Students can vary the key environmental factors (CO_2, CH_4, CFCs and N_20) and experiment to show potential effects on our planet. They learn how global temperature and sea level are altered by the burning of fossil fuels, the destruction of tropical forests, and the release of trace gases into the atmosphere. Factors beyond human control - volcanic activity and solar irradiance - can also be varied and results assessed. Projections and their effects worldwide, for specific regions of North America, and for key U.S. cities are accessible. Lab activities included. Requires 128K.

EME-470B-AP 5.25" disk w/backup.	**$70.00**
EME-470L-AP Lab pack of 10.	**$245.00**
EME-470B-AP3 3.5" disk w/backup.	**$70.00**
EME-470L-AP3 Lab pack of 10.	**$245.00**

SPACE & SCIENCE SERIES



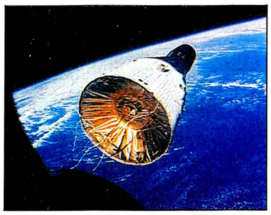
AMERICA IN SPACE: THE FIRST 25 YEARS. This is NASA's best. 25 years in history-making space exploration compressed into one dynamic program. It features the most memorable achievements of America's entire 25-year history of space exploration. From the 1958 Explorer 1 launch, to the Shuttle Challenger STS-7 flight — and everything in between — it's all here for you to enjoy. **50 min.**



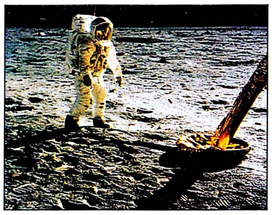
HISTORY OF FLIGHT and GOLDEN DAYS OF FLIGHT. Two NASA programs in one. The first program examines man's quest to fly farther, faster, & higher as well as the technology needed to do so. The second program takes us back to the first days of powered flight as aviation pioneer Paul Garber relates his experiences with Orville Wright, Charles Lindbergh, Glenn Curtiss, Amelia Earhart, Howard Hughes & others. **56 min.**

We Remember: The Space Shuttle Pioneers. "Well, you did it!! What a moving, informative presentation. One by one, our kids dropped into the room, *"What are you watching, Dad?"* All were hooked ... Superb! Thank you for sharing it with all of us."

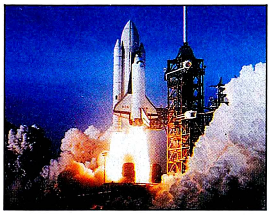
David Hartman
Satisfied Viewer & TV Celebrity



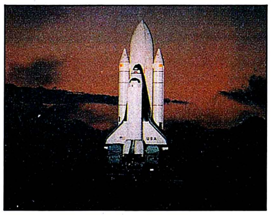
MERCURY SPACECRAFT MISSIONS and LEGACY OF GEMINI. Relive the drama of the first years of America's space program with these two historical NASA programs. The Mercury and Gemini Missions gave us many "firsts" in space and the determination and confidence to reach upward to the moon and beyond. Spectacular footage of all our space veterans in action — John Glenn, Ed White, Virgil Grissom, and many others. **56 min.**



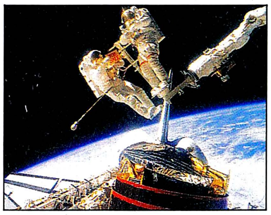
APOLLO 11 and THE APOLLO PROGRAM. Two NASA programs in one! First, the epic flight of Apollo 11. Relive man's first steps on the moon — the feeling of viewing Earth from the surface of another planet! Next, "The Apollo Program" recounts each of the Apollo flights and examines the efforts and accomplishments of the Apollo Space Program. Features the best footage from early test flights through Apollo 17. **56 min.**



1ST FLIGHT OF THE SPACE SHUTTLE—STS-1. From the incredible launch sequence at Cape Canaveral to the joyous landing at Edwards Air Force Base, this documentary lets you relive the historic maiden voyage of Shuttle Columbia. Includes a comprehensive overview of the shuttle program and its technology. **30 min.**



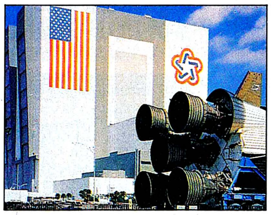
SPACE SHUTTLE: FLIGHTS STS-1 thru ST-8. Enjoy the triumphs of the 1st 8 shuttle flights with this 2-for-1 video program. Features 2 NASA films — Opening New Frontiers and We Deliver — summarizing the accomplishments of flights 1 thru 8. Includes spectacular views from space, satellite deployments, experiments and more. **60 min.**



WE REMEMBER: THE SPACE SHUTTLE PIONEERS, 1981-1986. This is a unique and priceless tribute to these adventurers who paved the way into space, and a valuable treasure for all who were so inspired by the spectacular shuttle missions. This is the "best of the best" from the first 25 shuttle flights, all that was wondrous and awe-inspiring — the historic record of everything we remember and much more. **60 min.**

"Production qualities are first-rate."

American Library Association Booklist



KENNEDY SPACE CENTER: SPACEPORT USA. The Kennedy Space Center at Cape Canaveral is America's space program. From this dynamic facility, man has voyaged into the unknown time and time again. Come with us on a tour of NASA's awesome launch facilities and exhibits and relive many of the history-making missions which blasted-off here. **35 min.**

America in Space **V02-V28-VHS**	**$29.95**
History of Flight **V02-V7-VHS**	**$29.95**
Mercury Spacecraft **V02-V9-VHS**	**$29.95**
Apollo 11 & Apollo Program **V02-V4-VHS**	**$29.95**
America in Space **V02-V2-VHS**	**$29.95**

1st Flight of the Space Shuttle **V02-V1-VHS**	**$29.95**
Space Shuttle FLights **V02-V30-VHS**	**$29.95**
We Remember **V02-V109-VHS**	**$29.95**
Kennedy Space Center **V02-V63-VHS**	**$29.95**
Jupiter, Saturn, Uranus & Neptune **V02-V33-VHS**	**$29.95**
Planet Mars & Mercury **V02-V8-VHS**	**$29.95**

UNIVERSE. Narrated by William Shatner, this information packed program explores the universe and all of its other-worldly phenomena with some of the best annimation ever by NASA. Starting with our own solar system, you journey ever outward to the Milky Way Galaxy and beyond. Includes theories on the formation of the universe, pulsars, black holes, and more. **30 minutes.**

"A great video. Supurb clarity, detail and outstanding audio fidelity! Please send catalog."

Frank Fedarko
Lorton, Virginia

JUPITER, SATURN, URANUS & NEPTUNE The Voyager Missions! In this all-new video program, learn about the most significant and surprising scientific discoveries including the latest images, information and computer animation from the Voyager's billion mile journey to the outer planets. Explore the planets, their rings, moons, magnetic fields, geology and weather. **30 minutes.**

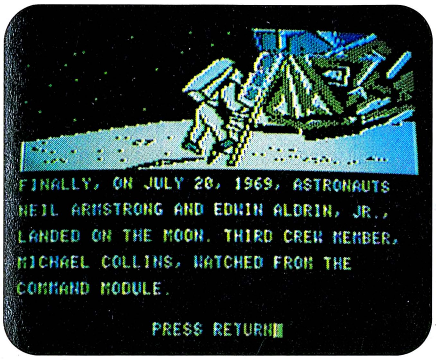
PLANET MARS and MERC URY Two of NASA's best! First, trace man's evolving, sometimes imaginative theories of Mars from its discovery in 1669 ti thge historic VIking landing on its surface. The second program reveals the planet Mercury in startling detail with photographs and findings from the Mariner 10 mission. Excellent animation, high-resolution photographs, and geological comparisons of both planets. **52 minutes.**

JUNIOR SPACE SCIENTIST

Grades: 1 - 4

Stars, planets, meteors, and galaxies are all introduced as key objects of the Universe. The wide range of characteristics of the planets in our solar system is presented as well as an explanation for the seasonal cycle of our planet, Earth. The history of space flight from early attempts to fly to the shuttle missions of today conclude the program. Requires 48K.

UL-125006-AP	5.25" disk only.	$29.95



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FINALLY, ON JULY 20, 1969, ASTRONAUTS
NEIL ARMSTRONG AND EDWIN ALDRIN, JR.,
LANDED ON THE MOON. THIRD CREW MEMBER,
MICHAEL COLLINS, WATCHED FROM THE
COMMAND MODULE.

          PRESS RETURN
```

EXPLORING OUR SOLAR SYSTEM

Grades: 2 - 6

Exploring our Solar System is a program to introduce students to all the bodies - large and small - which make up what we know as our solar system. Children learn fascinating facts about the sun, the planets, and our moon. These programs are great for tutorial use as well as for independent research! The student's knowledge is reinforced with comprehension questions as the program progresses. Information is reviewed as necessary. Each of the 2-disk programs comes with a 16-page activity guide.

Requires 48K

Our Sun		
JP-3205-AP	5.25" disk only.	$35.00
Our Moon		
JP-3216-AP	5.25" disk only.	$35.00
Our Solar System		
JP-3217-AP	5.25" disk only.	$35.00
The Planets		
JP-3218-AP	5.25" disk only.	$35.00
Complete Series		
JP-3242-AP	5.25" disk only .	$126.00

PLANETS OF THE SUN

Grades: 1 - Adult

Leonard Nimoy is the tour guide, as research footage and special effects combine to transport children on an exploratory journey through the Solar System and the Universe beyond.

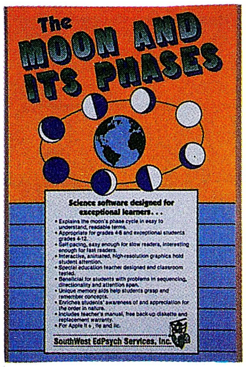
V04-503-VHS	46 minutes.	$19.95

SCIENCE 4: UNDERSTANDING OUR SOLAR SYSTEM

Grades: 4 - 7

This unit helps students learn how to utilize the scientific method used universally in all phases of scientific inquiry. A simulation of space exploration to the planets in our solar system provides the medium for demonstrating and practicing the scientific method, including such skills as problem solving, knowledge application, and data recording and interpreting. Students have a hands-on interactive experience using the scientific method. Requires 64K.

DDC-504-AP	5.25" disk.	$49.95
DDC-504L-AP	Lab pack of 5.	$109.95
DDC-504-AP3	3.5" disk.	$49.95
DDC-504L-AP3	Lab pack of 5.	$109.95



Science software designed for exceptional learners. . .

- Explains the moon's phase cycle in easy to understand, readable terms.
- Appropriate for grades 4-8 and exceptional students grades 4-12.
- Self-pacing, easy enough for slow readers, interesting enough for fast readers.
- Interactive, animated, high-resolution graphics hold student attention.
- Special education teacher designed and classroom tested.
- Beneficial for students with problems in sequencing, directionality and attention span.
- Unique memory aids help students grasp and remember concepts.
- Enriches students' awareness of and appreciation for the order in nature.
- Includes teacher's manual, free back-up diskette and replacement warranty.
- For Apple II +, IIe and IIc.

SouthWest EdPsych Services, Inc.

THE MOON AND ITS PHASES

Grades: 4 - 8,

Exceptional: 4 - 12

This program explains the moon's phase cycle in easy to understand, readable terms. It is self-pacing, and easy enough for slow readers, but interesting enough for fast readers.

- Special education teacher designed and classroom tested.
- Beneficial for students with problems in sequencing, directionality and attention span.
- Enriches students' awareness of and appreciation for the order in nature. Includes Teacher's Manual. Requires 128K.

SEP-193B-AP	5.25" disk w/backup.	$59.95
SEP-193L-AP	Lab pack of 5.	$139.95
SEP-193B-AP3	3.5" disk w/backup.	$59.95
SEP-193L-AP3	Lab pack of 5.	$139.95

ALL ABOUT THE SOLAR SYSTEM

Grades: 4 - 9

The sun, the earth and moon, the inner planets and the outer planets are the topics of this intriguing and informative program. It is an excellent resource for research projects using the computer to find information. Worksheets provide follow-up activities.

Apple Requires 64K

VT-109-AP	5.25" disk.	$59.95
VT-109L-AP	Lab pack of 10.	$149.95
VT-109-AP3	3.5" disk.	$59.95
VT-109L-AP3	Lab pack of 10.	$149.95

Macintosh Requires 128K.

VT-109-MAC	3.5" disk.	$59.95
VT-109L-MAC	Lab pack of 10.	$149.95

PLANETARIUM ON COMPUTER: THE SOLAR SYSTEM

Grades: 5 - 12

This program will help show outer space as you've never seen it before. Students will be transported to the farthest reaches of the universe (or to a nearby planet) in order to explore the phenomena of planetary orbit, location, and mass. The program allows students to observe the planetary orbits from the plane of the ecliptic and includes an animated screen that identifies the planets. Requires 48K.

FM-2304B-AP	5.25" disk w/backup.	$75.00
FM-2304L-AP	Lab pack of 12.	$225.00
FM-2304B-AP3	3.5" disk w/backup.	$75.00
FM-2304L-AP3	Lab pack of 12.	$225.00

ASTRONOMY

Grades: 6 - 12

This brilliant series examines the mysteries and complexities of the universe in a very user-friendly manner. These programs provide both an introduction and reinforcement to this field of study and are based on the science curriculum. 4 programs include:

1. *An Introduction to the Night Sky* examines how the sky appears from earth, daily and seasonal rotations and coordinate systems.
2. *The Solar System* looks at planets, asteroids, shooting stars, comets, and the moon.
3. *Stars* describes what stars are, their brightness, distance, life histories, and stellar evolution. Neutron stars, white dwarfs, and black holes are also discussed.
4. *Stargazing* provides an accurate view of the constellations. Starcharts and the Constellation Identification Game make this a valuable program. Requires 64K.

OC-1030-AP	5.25" disk only .	$79.00
OC-1030L-AP	Lab pack of 6.	$195.00

EARTH ORBIT STATION

Grades: 7 - 12

It's the next 50 years of space development with you in charge. Raising the money, constructing the space stations, exploring the planets and paying off the bank. EOS is a game of skill and strategy that combines 39 different modules into an infinite variety of stations. Contains 7 different game scenarios with each scenarios lasting from 2 - 40 hours. Take on the computer or up to three more human players. EOS library includes facts and details about every planet and moon in the solar system! Requires: 64K & blank disk. Color monitor recommended.

NSP-2174-AP	5.25" disk only.	~~$19.95~~ $9.95

SPACE MIND GAME

Grades: 8 & up

Space Mind Game provides the educator with the most recent information about aerospace history, technology, and terminology. The question bank has four categories: Shuttle, Careers, Acro- terms, and Space Travel. Requires 48K.

DEE-001113-AP	5.25" disk only.	$49.95

Physical Science

DISCOVERING SIMPLE MACHINES

Grades: 1 - 4

The 4 basic machines and the concepts behind them are introduced in an easy-to-understand manner. The simple machines covered are: Levers, Incline Plane, Wheels, and Screws. Requires 48K.

UL-65602-AP 5.25" disk only.	**$29.95**

PUSH AND PULL: SIMPLE MACHINES AT WORK

Grades: 3 - 7

Machines do many things. . Every day we use things that we don't even think of as machines - a door knob, a knife, roller skates, a light bulb, etc... All machines, no matter how complicated they look, are made up of combinations of simple machines. This full motion video examines the six types of simple machines: the lever, the wheel and axle, the pulley, the inclined plane, the screw, and the wedge. Each simple machine is fully explained. Visuals and graphics further demonstrate how each is used. So we see that what looks complicated, may not be so complicated after all!

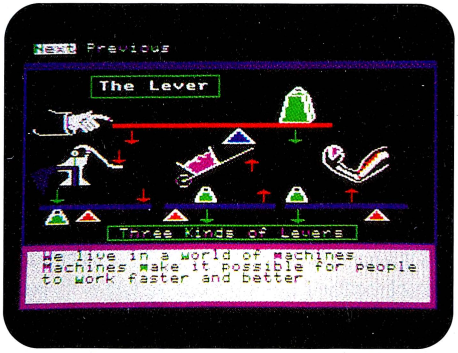
V73-RB852-VHS 20 minutes.	**$99.00**

SIMPLE MACHINES

Grades: 3 - 7

This colorful 2-disk program introduces students to each of the six simple machines: lever, wheel, plane, wedge, pulley, and screw. Students knowledge is reinforced with comprehension questions as the program progresses. A matching or other shor quiz-type activity culminates each program. Included is a 16-page activity guide. Requires 48K.

JP-3219-AP 5.25" disk only.	**$35.00**



We live in a world of machines. Machines make it possible for people to work faster and better.

ALL ABOUT SIMPLE MACHINES

Grades: 4 - 9

This informative program focuses on the history and function of the gear, inclined plane, pulley, screw and wheel. Students learn about how to reduce the effort needed to work.

Three word games, designed to help students learn the key science terms and associated concepts, are included. There are also quizzes that generate multiple-choice and true/false questions based on the information that has been given in the lessons.

Requires 64K.

VT-08-AP 5.25" disk.	**$59.95**
VT-08L-AP Lab pack of 10.	**$149.95**
VT-08-AP3 3.5" disk.	**$59.95**
VT-08L-AP3 Lab pack of 10.	**$149.95**

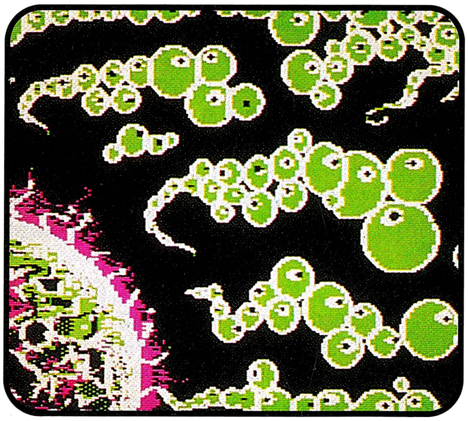
THE PHYSICAL SCIENCE PROGRAMS

Grades: 7 - 9

These junior high school programs are designed for student use. They help the student review and learn the main concepts in 14 physical science areas. Each program contains numerous high resolution graphics. Program automatically branches to a sub-program on any concept in the main program in which the student has difficulty. Student scores are recorded. 5.25" disk. Requires 64K.

JS-401-AP Acids & Bases.	**$34.95**
JS-402-AP Atoms.	**$34.95**
JS-403-AP Bonding.	**$34.95**
JS-404-AP Carbon Chemistry.	**$34.95**
JS-405-AP Electricity.	**$34.95**
JS-406-AP Energy.	**$34.95**
JS-407-AP Families of Atoms.	**$34.95**
JS-408-AP Light.	**$34.95**
JS-409-AP Magnetism.	**$34.95**
JS-410-AP Matter.	**$34.95**
JS-411-AP Motion.	**$34.95**
JS-412-AP Reactions.	**$34.95**
JS-413-AP Radioactivity.	**$34.95**
JS-414-AP Sound.	**$34.95**
JS-400-AP Complete Set.	**$350.00**

Available on 3.5" disk, use AP3 instead of AP when ordering.



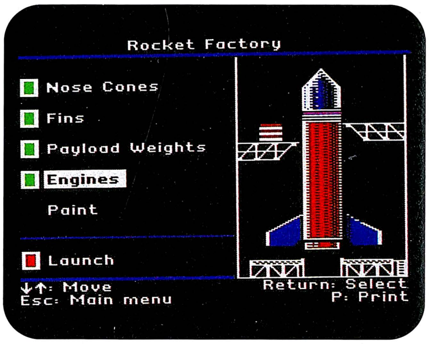
NEW '92 RELEASE

SCIENCE TREK - PHYSICAL SCIENCE VERSION

Grades: 6 - 9

Students love the exciting arcade game format of *Science Trek*. this program is designed to be used either with a class in a computer lab or with individuals of small groups in a science classroom. On their trek toward a new planet, students must make decisions, answer physical science questions, and solve problems while gathering supplies and piloting their space ship through dangerous territory. Save Game option for unfinished missions. Includes backup and complete documentation. Requires 128K.

MCC-007B-AP 5.25" disk, w/backup.	**$49.95**
MCC-007L-AP Lab pack of 10.	**$139.95**
MCC-007B-AP3 3.5" disk, w/backup.	**$49.95**
MCC-007L-AP3 Lab pack of 10.	**$139.95**



ROCKET FACTORY

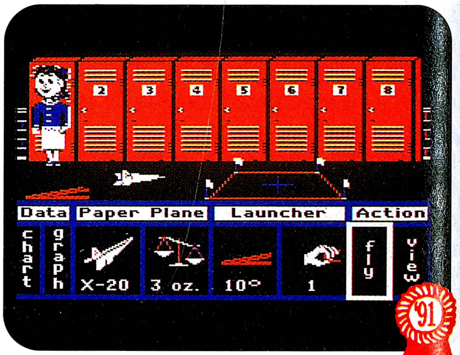
NEW '92 RELEASE

Grades: 3 - 9

"3-2-1, Blastoff!" will be the cheer as your students design and launch model rockets. Kids learn about force and motion while earning points for launching a rocket with a payload and hitting a specific target height by manipulating the rocket's design variables. Children can replay their rocket launches in slow motion, view data, or modify the rocket and try again. Includes charts for students to track data. Can be viewed in either English or Spanish.

Requires 128K.

MEC-308B-AP 5.25" disk, w/backup.	**$59.00**
MEC-308L-AP Lab pack of 5.	**$149.00**
MEC-308B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-308L-AP3 Lab pack of 5.	**$149.00**



'91

PAPER PLANE PILOT

Grades: 3 - 9

Paper Plane Pilot is a discovery learning simulation that allows students to test how each of four variables-plane shape, plane weight, launch angle, and launch force-affect the distance a paper plane will travel.

- Reinforces science-process skills
- Open-ended exploration
- Data collection that records experiment settings and results in graph and chart form
- Teacher options that allow you to manage student records, specify measurement system used, and control availability of printing
- Correlates to instructional objectives of elementary and junior-high science textbooks
- Uses instructional approaches that promote active student involvement and investigate learning

Requires 128K.

MEC-281B-AP 5.25" disk, w/backup.	**$59.00**
MEC-281L-AP Lab pack of 5.	**$149.00**
MEC-281B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-281L-AP3 Lab pack of 5.	**$149.00**

OUT OF DARKNESS: AN INTRODUCTION TO LIGHT

Grades: 4-8

How do we see colors? What makes a rainbow? How does a magnifying lens work? These are just some of the questions explored in this informative and entertaining video. All the major topics concerning light are covered, including: reflection, refraction, the spectrum, and the speed of light. Students see how light has energy and how the energy of sunlight is used by plants in photosynthesis. The program explains how prisms and different types of lenses work. Key points are clarified by animated illustrations. Simple experiments are shown encouraging students to investigate the properties of light on their own and fostering curiosity and the sense that science can be fun.

V73-RB813-VHS 20 minutes. **$89.95**

OPTICS ON COMPUTER: PHYSICAL SCIENCE SIMULATIONS

Grades: 5 - 10

This series teaches how lenses work and what refraction is, on a fundamental level. The easy-to-use activities illustrate light rays passing through lenses as well as how eyeglasses work and the principles behind the microscope or telescope. Plus, you'll be able to demonstrate how and why a prism delivers a spectrum of colors. Contains 2 programs: *Lenses: Concave & Convex*, and *Refraction of Light*. Requires 48K.

FM-3791B-AP 5.25" disk w/backup. **$65.00**

FM-3791L-AP Lab pack of 12. .... **$195.00**

FM-3791B-AP3 3.5" disk w/backup. **$65.00**

FM-3791L-AP3 Lab pack of 12. .... **$195.00**

LIGHT

Grades: 2 - 6

This clear, colorful 2-disk program introduces basic concepts about light and color. Students' knowledge is reinforced with comprehension questions as the program progresses. Information is reviewed when necessary. A matching or other short quiz-type activity culminates each program. Included is a 16-page activity guide. Requires 48K.

JP-3222-AP 5.25" disk only. **$35.00**

ENERGY

Grades: 4 - 10

This volume explains energy and its forms: What is Energy?, Can Matter be changed to energy?, How does energy travel?, Potential Energy, Kinetic Energy, Mechanical Energy, and Heat Energy. Experiments are conducted to demonstrate each subject discussed. Demonstrations are performed that can be repeated in the classroom.

V50-203-VHS 22 minutes. **$49.95**

MATTER

Grades: 4 - 10

This video explains the basic principles of matter: Physical properties, States of matter, Weight and Mass, Density, Boyle's Law, Charles' Law, and Phase changes. Experiements are conducted to demonstrate each priciple. Throughout the video there are demonstrations and activities that can be easily repeated in class or performed along with the program.

V50-202-VHS 22 minutes. **$49.95**

ALL ABOUT MATTER

Grades: 4 - 8

Atoms, molecules and states of matter are the subject of this learning system. The lessons introduce atomic structure and molecules. Students learn about solids, liquids and gases, and the processes used to change a substance from one state of matter to another. Requires 64K.

VT-0011-AP 5.25" disk. **$59.95**

VT-0011L-AP Lab pack of 10. .... **$149.95**

VT-0011-AP3 3.5" disk. **$59.95**

VT-0011L-AP3 Lab pack of 10. .... **$149.95**

The two programs below have a game that follows after the lessons. In each lesson, correct answers are rewarded and incorrect answers are corrected without penalty. Complete with Teacher's Guide and Reproducible Master Activity Sheet.

MATTER AND ENERGY

Grades: 1 - 3

A beginning look at the concepts of matter and energy. This is a stimulating, thought provoking program, which does an excellent job explaining the basic principles. Requires 64K.

RP-E1C3-AP 5.25" disk only. **$39.95**

MATTER

Grades: 4 - 6

This more sophisticated program on matter explains and defines matter, its forms and properties, the molecules that compose matter and why molecules are responsible for the various phases of matter. Changing the forms of matter through heating and cooling are discussed and explained. Requires 64K.

RP-E5C2-AP 5.25" disk only. **$39.95**

PHYSICAL SCIENCE KEYWORD SERIES

Grades: 7 - 12

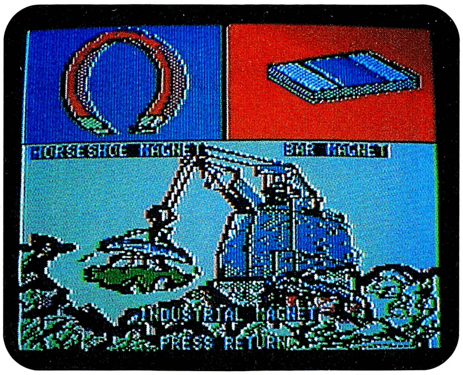
Each program involves a game using clues that include synonyms, examples, definitions, and applications of the vocabulary in your curriculum. *Matter Keyword* covers the properties, structure, chemistry, motion, forces and measurement of matter. *Energy Keyword* includes energy, heat, sound, light, electric charges, current, and magnetism. Requires 48K.

FM-1710B-AP 5.25" disk w/backup. **$65.00**

FM-1710L-AP Lab pack of 12. .... **$195.00**

FM-1710B-AP3 3.5" disk w/backup. **$65.00**

FM-1710L-AP3 Lab pack of 12. .... **$195.00**



MAGNETS

Grades: 2 - 5

Children will love this colorful 2-disk program designed to introduce basic concepts about magnetism. Included are a set of backup disks and a 16-page activity guide. Requires 48K.

JP-3203B-AP 5.25" disk only, w/backup. **$35.00**

THE GREAT PHYSICAL SCIENCE KNOWLEDGE RACE

Grades: 7 - 12

Students or teams roll the computer die, move to the appropriate space, and answer the question corresponding to that category. The object is to be the first to capture every category. The programs allow the students to set different options to suit their needs. *Sound & Light, Electricity, Magnetism, Motion & Force*

Requires 64K.

FM-1811B-AP 5.25" disk w/backup. **$85.00**

FM-1811L-AP Lab pack of 12. .... **$255.00**

FM-1811B-AP3 3.5" disk w/backup. **$85.00**

FM-1811L-AP3 Lab pack of 12. .... **$255.00**

SOUND

Grades: 2 - 5

Basic concepts about the form of energy we call sound are introduced in this colorful 2-disk program. A 16-page activity guide is included. Requires 48K.

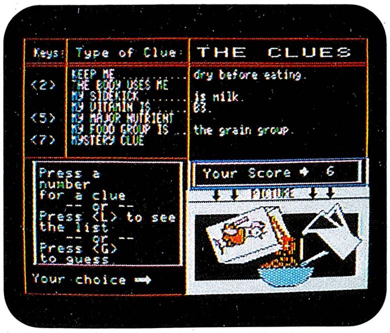
JP-3208B-AP 5.25" disk only. **$35.00**

BREAKING THE SILENCE: AN INTRODUCTION TO SOUND

Grades: 4 - 8

This program will help students appreciate the many different sounds in the world around them. They will understand how all sounds, from the soft rustling of leaves to the deafening clatter of a jack hammer, are caused by something vibrating. A variety of musical instruments illustrate the relationship between frequency and pitch, and students learn how to make their own simple instruments to explore how pitch can be changed to create different tones. Animation clarifies what sound waves are and how sound waves travel through the air to reach our ears. Students also learn how the ear functions to enable us to hear. Vivid examples show how sound travels through liquids and solids and how sound can echo or be absorbed. Throughout, the program illustrates key points with simple experiments.

V73-814-VHS 20 minutes. **$99.00**



```
Keys: Type of Clue:  THE  CLUES
      KEEP ME........ dry before eating.
<2>   THE BODY USES ME
      MY SIDEKICK.... is milk.
      MY VITAMIN IS.. B3.
<5>   MY MAJOR NUTRIENT
      MY FOOD GROUP IS .. the grain group.
<7>   MYSTERY CLUE

Press a              Your Score → 6
number               ↓ ↓ PICTURE ↓ ↓
for a clue
  -- or --
Press <L> to see
the list
  -- or --
Press <G>
to guess
Your choice ➡
```

LET'S EAT: DISCOVERING FACTS ABOUT FOOD

Grades: 3 - 6

Let's Eat is a challenging game that promotes healthy eating habits by helping students use nutritional information to make judgements about the food they eat. As the computer pretends to be one of over 40 common foods, students uncover clues about food groups, daily requirements, and specific nutrients, as well as the benefits and health risks of many foods. In addition to the clues, students have the option of viewing a full-color graphic to aid them in identifying anything from spaghetti to spinach. Requires 48K.

FM-7531B-AP 5.25" disk, w/backup. **$49.95**
FM-7531L-AP Lab pack of 12. .... **$165.00**
FM-7531B-AP3 3.5" disk, w/backup. **$49.95**
FM-7531L-AP3 Lab pack of 12. .... **$165.00**

NUTRITION VIDEO

Grades: 4 - 9

From the video library of health. Includes the All American Meal, The Consumber and the Supermarket, and You are what You Eat.

V04-4015-VHS **$19.95**

JUNK FOOD JUNKIE: THE EFFECTS OF DIET ON HEALTH

Grades: 6 - 11

This live action video helps students realize the effects of their eating habits, analyzes the dangers of fast food, and teaches how to choose between empty calories and nutritious foods that promote healthy looks, energy and strength. Approved by the American Health Foundation and Center for Preventive Cardiology at New York Medical College.

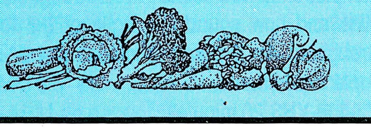
V18-601610-VHS. **$199.00**

NUTRITION NEWS

Grades: 8 - Adult

Shop smart and eat healthy is the message of this series of live action video vignettes on nutrition covering such topics as the relationship between calcium and high blood pressure...what's good, what's not...great sources of protein, etc.

V18-31384-VHS 36 minutes. **$139.00**

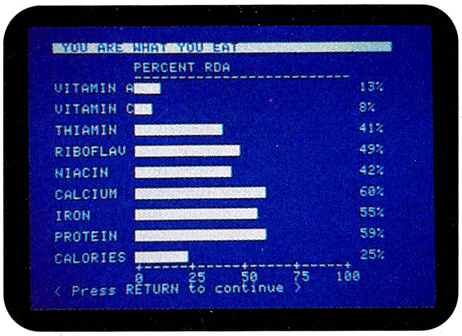


YOU ARE WHAT YOU EAT

Grades: 4 - 6

This imaginative program actually lets youngsters see the results of their food choices as they select a day's meals from a basic, expandable food list. A computer generated analysis of these choices is then shown to the students to help them pinpoint their individual eating strengths and weaknesses. An optional printout capability allows you and your students to keep a permanent record of the analysis. Requires 48K.

MA-5123S1-AP. **$55.00**
MA-5125S1L-AP Lab pack of 5. .... **$125.00**



```
 YOU ARE WHAT YOU EAT
            PERCENT RDA
           ---------------------------------
VITAMIN A ██                           13%
VITAMIN C █                             8%
THIAMIN   ███████                      41%
RIBOFLAV  ████████                     49%
NIACIN    ███████                      42%
CALCIUM   ██████████                   60%
IRON      █████████                    55%
PROTEIN   ██████████                   59%
CALORIES  ████                         25%
          +-------+-------+-------+-------+
          0       25      50      75     100
 < Press RETURN to continue >
```

YOU ARE WHAT YOU EAT

Grades: 7 - 12

This interactive program rapidly analyzes meals, diets, recipes, an menus and reveals their calorie, carbohydrate, fat, protein, cholesterol, vitamin A, thiamin, riboflavin, niacin, vitamin C, iron, calcium and sodium content. It compares food intake to the RDA, reports strengths and describes how to improve weaknesses in the diet. Foods are selected by name (not code number) using on-screen menus. The 1000-food data base includes fast foods, name brand cereals, soft drinks, candies and snacks. The printout includes sources of sodium and cholesterol, ideas for improving the diet, a bar graph comparing the diet to the RDA, and much more.

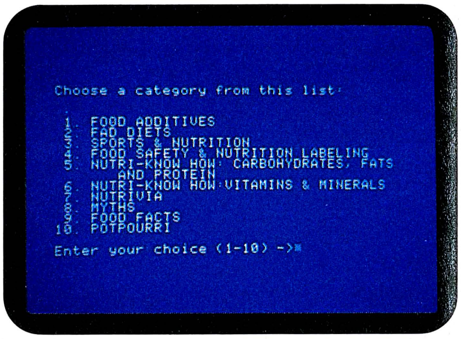
Apple Requires 48K
ADD-001-AP 5.25" disk. **$89.95**
ADD-001L-AP Lab pack of 10. .... **$269.85**
ADD-001-AP3 3.5" disk. **$89.95**
ADD-001L-AP3 Lab pack of 10. .... **$269.85**
Macintosh Requires 1MB
ADD-001-MAC 3.5" disk. **$89.95**
ADD-001L-MAC Lab pack of 10. .... **$269.85**

FOOD FOR THOUGHT

Grades: 4 - 6

Here's a good way to get students to look beyond junk food to discover their bodies' nutritional requirements. Up-to-date information on the five food groups is presented in an easy-to-understand, highly interactive format with many colorful graphics. A quiz provides individual scores and keeps you up-to-date on student groups. Requires 48K.

MA-5123S2-AP. **$55.00**
MA-5123S2L-AP Lab pack of 5. .... **$125.00**



```
Choose a category from this list:

 1. FOOD ADDITIVES
 2. FAD DIETS
 3. SPORTS & NUTRITION
 4. FOOD SAFETY & NUTRITION LABELING
 5. NUTRI-KNOW HOW: CARBOHYDRATES, FATS
       AND PROTEIN
 6. NUTRI-KNOW HOW:VITAMINS & MINERALS
 7. NUTRIVIA
 8. MYTHS
 9. FOOD FACTS
10. POTPOURRI

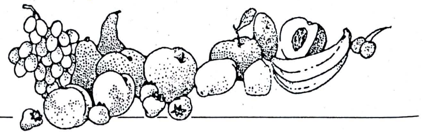
Enter your choice (1-10) ->
```

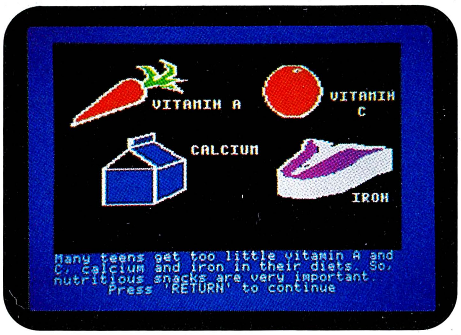
FOOD FOR THOUGHT

Grades: 7 - 12

This "test your nutrition I.Q." game is ideal for capturing student interest and assessing understanding. Challenging questions about popular nutrition topics are presented. The 10 categories are Food Additives, Fad Diets, Sports Nutrition, Food Safety & Nutrition Labeling, Nutrition Myths, Food Facts, Nutrition Know How: Protein, Carbohydrate and Fat, Nutrition Know How: Vitamins and Minerals, Nutrivia and Potpourri. Over 250 questions, answers and explanations.

Apple Requires 48K
ADD-002-AP 5.25" disk. **$89.95**
ADD-002L-AP Lab pack of 10. .... **$269.85**
ADD-002-AP3 3.5" disk. **$89.95**
ADD-002L-AP3 Lab pack of 10. .... **$269.85**
Macintosh Requires 1MB
ADD-002-MAC 3.5" disk. **$89.95**
ADD-002L-MAC Lab pack of 10. .... **$269.85**





```
Many teens get too little vitamin A and
C, calcium and iron in their diets. So,
nutritious snacks are very important.
      Press 'RETURN' to continue
```

GREASE

Grades: 7 - 12

Grease focuses in fat, cholesterol and heart disease. A simulation illustrates the development of atherosclerosis. Students can asses their risk of developing heart disease and learn how to reduce their risk. Their fat (saturated, poly- and mono-unsaturated) and cholesterol content of a meal or diet can be calculate by selecting foods by name from *Grease*'s 1000-food data base. Students can also order a meal at one of 9 popular fast-food restaurant chains and calculate the meals calories, fat and cholesterol content.

Apple Requires 48K
ADD-005-AP 5.25" disk. **$89.95**
ADD-005L-AP Lab pack of 10. .... **$269.85**
ADD-005-AP3 3.5" disk. **$89.95**
ADD-005L-AP3 Lab pack of 10. .... **$269.85**
Macintosh Requires 1MB
ADD-005-MAC 3.5" disk. **$89.95**
ADD-005L-MAC Lab pack of 10. .... **$269.85**

SQUEEGEE LEARNS ABOUT DRUGS

Grades: K - 3

It's fun to play with Squeegee the Bookworm - and this perky green character has a lot to teach about drugs. Students begin the interactive program by learning the good and bad uses of drugs. Then they move on to a lively board-type game - Squeegee must get to the town hall to receive a drufg saety award. The young player helps him by answering questions about drug safety.. and by not getting caught by Mr. Yuck! this lively, involving program will captivate young learners. Includes Teacher's Guide. Requires 64K.

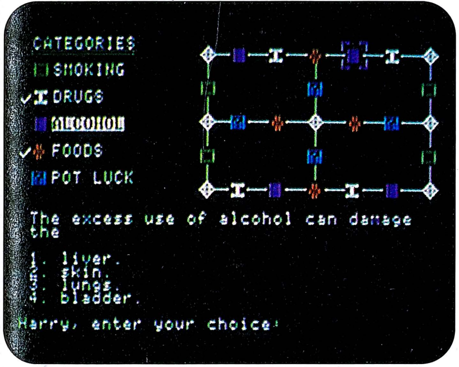
MA-5148-AP 5.25" disk only. $55.00
MA-5148L-AP Lab pack of 5. .... $125.00

DRUGS: FRIEND OR FOE?

Grades: 2 - 5

Drugs have good and bad uses, and this new two-part program involves primary learners in a search for the difference. First, the tutorial uses vivid graphics to teach that drugs can help us when taken properly-but can be dangerous when misused. It also shows what to do when someone takes the wrong drug or dosage. the program follows up with a series of scenarios describing people using drugs. Students decide whether the situation is safe or dangerous, then write brief reports telling why, and what should be done. Prinouts of the reports make excellent vehicles for class discussion. Requires 64K.

MA-5147-AP 5.25" disk only. $55.00
MA-5147L-AP Lab pack of 5. .... $125.00



```
The excess use of alcohol can damage
the

1. liver.
2. skin.
3. lungs.
4. bladder.
Harry, enter your choice!
```

THE GREAT KNOWLEDGE RACE: SUBSTANCE ABUSE

Grades: 4 - 8

This computer board game can be used as an activity for an entire class or for one to four students or teams. Game options such as time limit and lose-a-turn feature allow you to customize the game based upon the grade level you teach. Includes teacher's lesson planner. 2 disks and 2 backups. Requires 48K.

FM-0145B-AP 5.25" disk w/backup. $45.00
FM-0145L-AP Lab pack of 12. .... $165.00
FM-0145B-AP3 3.5" disk w/backup. $45.00
FM-0145L-AP3 Lab pack of 12. .... $165.00

Call for our
Drug & Health Education
Catalog
1-800-627-9393

THE CLEAN MACHINE

Grades: K - 3

Colorful computer graphics bring Joe D. Mahoney and the "Clean Machine" to life. Reinforce health and hygiene concepts and help your students to feel good about themselves. Requires 48K.

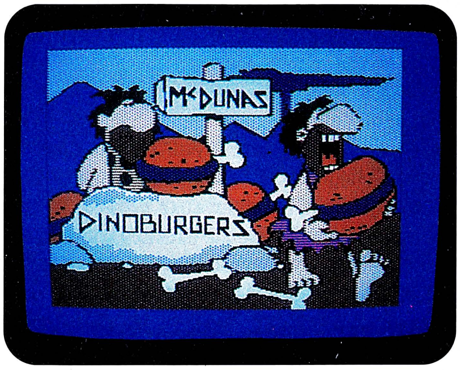
MA-5142-AP 5.25" disk only. $55.00
MA-5142L-AP Lab pack of 10. .... $125.00

PERSON POWER

Grades: 4 - 7

This program has two components - a tutorial that covers basic hygiene and a grooming for pre-teens and follow-up activity in which the students can apply what they have learned. The concepts of grooming and hygiene are also presented in a job-related context. Requires 48K.

MA-5143-AP 5.25" disk only. $55.00
MA-5143L-AP Lab pack of 10. .... $125.00



TO YOUR HEALTH

Grades: 5 - 12

To Your Health provides your classes with a unique interactive collection of high-interest, low-readability stories related to health. Stories include such titles as The Hamburger, Sweet and Tasty Snacks, Alcohol and Driving, Buckle Up, Cockroaches Are Not Old Friends, and more. Each story is followed by a series of comprehension questions, appropriate student help whenever needed, and an animation of the story graphic upon successful completion of the questions. Requires 64K.

FM-7432B-AP 5.25" disk only, w/backup. $49.00
FM-7432L-AP Lab pack of 12. .... $169.00

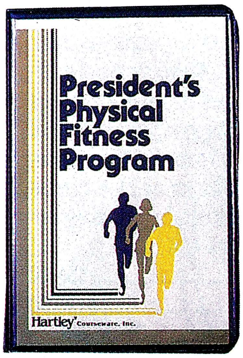
DRUG ALERT!

Grades: 5 - 9

Now you can help students say "no" to drugs by providing comprehensive and specific information about a wide range of drugs. Students try to rescue a freind from drug dependency by gathering facts on the symptoms, medical implications, history and street names of various drugs including alcohol, caffeine and nicatine. During the game, students may consult an online hanbook - a database containg 45 drugs divided into four categories (narcotics, and pain killers; stimulants, depressants, and hallucinogens). Each drug is thoroughly described, giving students a glossary, the effects of overdose and withdrawal, legal staus and other pertinent facts. Requires 48K.

MNS-85846-AP 5.25" disk only. $49.95

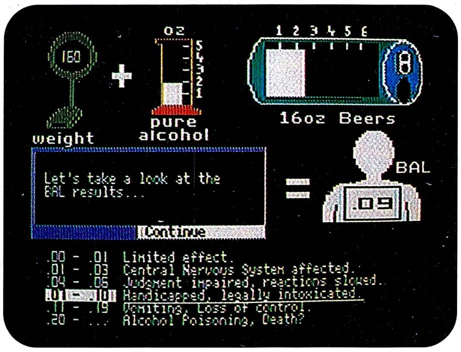
PRESIDENT'S PHYSICAL FITNESS



Grades: 1 - 12

Physical education teachers can now save hours of time entering, compiling and scoring data for the *President's Physical Fitness* program. This program automatically computes students' percentiles compared to national norms in up to ten events. You may select the events you want to use in your school system and enter data for only those that are selected. Simply type the student's name, age, and score: no pre-sorting is necessary. The program will give you the national percentile ranking for each score and will calculate the rank order of all students in a specific event. Backup disks included. Requires 64K.

H-3020B-AP 5.25" disk only, w/backup. $129.95
H-3020L-AP Lab pack of 5. .... $269.95



```
Let's take a look at the
BAL results...

.00 - .01  Limited effect.
.01 - .03  Central Nervous System affected.
.04 - .06  Judgment impaired, reactions slowed.
.07 - .10  Handicapped, legally intoxicated.
.11 - .19  Vomiting, Loss of control.
.20 - ...  Alcohol Poisoning, Death?
```

ALCOHOL: MAKING THE CHOICE

Grades: 5 - 12

This four-part series of simulations, problem-solving and decision-making excercises, tutorials, and teacher utilities provides you with a unique classroom resource designed to educate your students about the effects that alcohol could have on their health, happiness, and future goals. With the help of highly colorful and animated graphics, you will have at your fingertips a comprehensive alcohol education supplement that examines the physiological, social, economic, and legal consequences of alcohol use.

Each of the five major components of the series helps students to appreciate a different aspect of the influence alcohol can have on their lives:

- Health Risks
- Drinking: Reasons & Consequences
- Drinking & Driving: A Poor Mixer
- Shaking Off the Myths
- Teacher's Resource Disk

Requires 64K.

FM-0121B-AP 5.25" disk w/backup. $159.00
FM-0121L-AP Lab pack of 12. .... $477.00
FM-0121B-AP3 3.5" disk w/backup. $159.00
FM-0121L-AP3 Lab pack of 12. .... $477.00

THE RESPIRATORY SYSTEM : A PUFF OF AIR

Critic's Choice

Grades: 2 - 6

Puff, a frisky wisp of air, guides your students through the respiratory system. Youngsters delight in Puff's simple examples of interactive excercises as he demonstrates how air passes through the mouth, nasal passages, windpipe and bronchial tubes to the lungs. Puff explains the relationship between the respiratory system and the circulatory system and shows students why oxygen is essential to all living things. Requires 48K.

MA-5111-AP 5.25" disk only. **$55.00**
MA-5111L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7314-VHS 13:30 minutes. **$79.95**

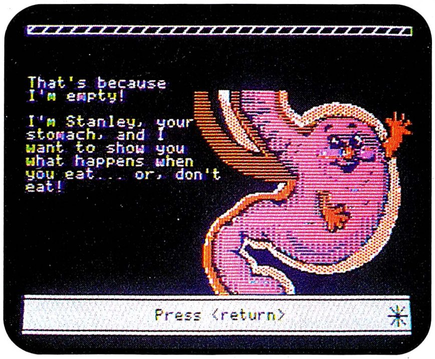
BONES AND MUSCLES : A TEAM TO DEPEND ON

Critic's Choice

Grades: 2 - 6

With humor and colorful graphics, a friendly old bone named Femur guides students through the intricacies of bones and muscles. Children learn about the composition of muscles, their interdependence, and the importance of proper diet and excercise. Femur teaches youngsters about how bones produce blood, how ball and socket joints function, and how broken bones heal. Requires 48K.

MA-5113-AP 5.25" disk only. **$55.00**
MA-5113L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7308-VHS 8:56 minutes. **$79.95**



That's because I'm empty!

I'm Stanley, your stomach, and I want to show you what happens when you eat... or, don't eat!

THE DIGESTIVE SYSTEM : THE DISAPPEARING DINNER

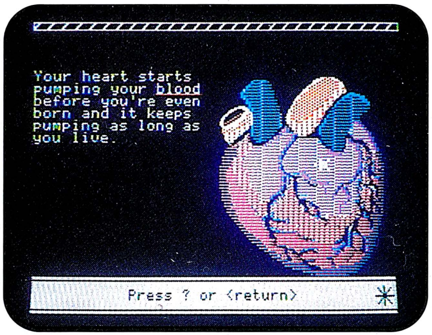
Grades: 2 - 6

Stanley Stomach is having a dinner party and your students are invited ! Colorful graphics and imaginative approaches help youngsters understand how food is broken down between the mouth and the stomach and how our bodies use it. They'll see how the digestive and circulatory systems work together and acquire some good eating habits along the way. Interaction, mini-quizzes and an optional dictionary help students digest their lessons well. Requires 48K.

MA-5112-AP 5.25" disk only **$55.00**
MA-5112L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7310-VHS 7:26 minutes. **$79.95**

VIDEO

A management system and a comprehensive Teacher's Guide are included in all software programs on this page. The Teacher's guide provides all of the information you will need to include these learning units in your current classroom settings. Each Guide outlines recommended individual and small group instructional modes and offers a rich array of suggested games, activities, puzzles, maps and project ideas - many of them reproducible. The videos are stand alone products and come with a different teacher's guide but do reinforce the software



Your heart starts pumping your blood before you're even born and it keeps pumping as long as you live.

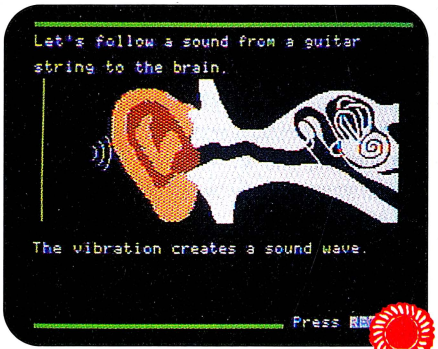
THE HEART: A MIGHTY PUMP

Critic's Choice

Grades: 2 - 6

A friendly red blood cell leads your students on a journey delivering food and oxygen throughout the circulatory system. Original full-color graphics and interactive excercises define the structure and functions of the heart and keep your students intrigued. The relationships among the circulatory, respiratory and digestive systems are presented in three lessons, each with a reinforcing quiz. Requires 48K.

MA-5114-AP 5.25" disk only. **$55.00**
MA-5114L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7316-VHS 8:07 minutes. **$79.95**



Let's follow a sound from a guitar string to the brain.

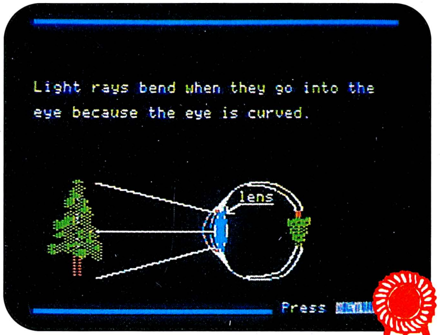
The vibration creates a sound wave.

NOW HEAR THIS

Grades: 4 - 6

The fundamentals of hearing are introduced in this interesting and easy-to-understand program detailing the structure and functions of the ear. Sound effects and music help our students understand how sound begins, how sound waves travel and bounce to produce an echo, and what determines pitch and volume. The three major parts of the ear are described as well as the ear's self protection capabilities. A discussion of sign language is included. Requires 48K.

MA-5119-AP 5.25" disk only. **$55.00**
MA-5119L-AP Lab pack of 5 . ... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7320-VHS 15:48 minutes. **$79.95**



Light rays bend when they go into the eye because the eye is curved.

THE EYES HAVE IT

Grades: 4 - 6

The basic structure and workings of the eye are introduced to students in this clear, interesting, user-friendly program. Children are allowed to control their own experiments with light rays and corrective lenses for near- and far-sightedness. They will also learn about eye care and the natural, built-in protection of the eye. Interesting examples of optical illusions and Braille are included. Requires 48K.

MA-5119-AP 5.25" disk only. **$55.00**
MA-5119L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7315-VHS 13:30 minutes. **$79.95**

SMELL AND TELL

Grades: 4 - 6

Colorful computer graphics introduce your students to the strong link between taste and smell as well as describe how the taste buds work to send messages of sweet, sour, salty and bitter to the brain. Have your ever noticed how we no longer smell it? That's called "sense fatique" and your students will learn about it. Tips are also given on safe ways to experiment with taste and smell. Requires 48K.

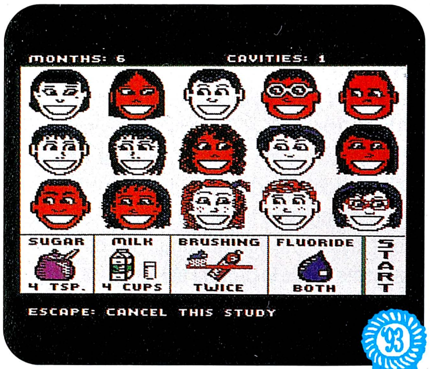
MA-5121-AP 5.25" disk only **$55.00**
MA-5121L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7324-VHS 12:48 minutes. **$79.95**

A TOUCHY SUBJECT

Grades: 4 - 6

Your students know that they feel the difference between hard and soft, rough and smooth, hot and cold. But do they know why? This creative computer program compares our nervous system to an alarm system with the most delicate and sensitive sensors being the nerves of the fingertips, lips and tongue. Children will particpate in a series of experiments illustrating their nervous systems' reaction to various sensations. Requires 48K.

MA-5122-AP 5.25" disk only. **$55.00**
MA-5122L-AP Lab pack of 5. .... **$125.00**
Enhanced Video & 24 page Teacher's Guide
V07-7304-VHS 12:50 minutes. **$79.95**



CAVITY BUSTERS

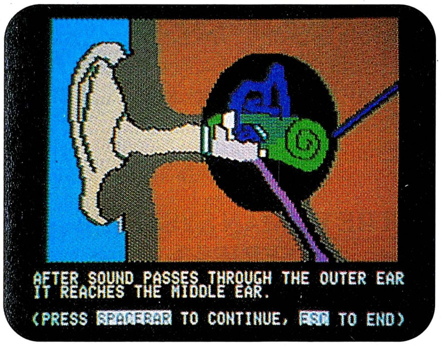
Grades: 3 - 9

Cavity Busters is a discovery-learning simulation that allows students to test how each of four variables - sugar, milk consumption, frequency of tooth brushing and sources of fluoride - affect the number of cavities that children develop. Students use science-process skills to set up studies to test the variables. After determining the effects of each of the variables, the students use this information to attempt to replicate the results of previous dental health studies.

- Management options allow you to manage student records, specify units of measure, and determine the kind of printer support
- Uses instructional approaches that promote active student involvement and investigative learning
- Correlates to the instructional objectives of elementary science curricula.

Requires 128K.

MEC-284B-AP 5.25" disk, w/backup.	**$59.00**
MEC-284L-AP Lab pack of 5.	**$149.00**
MEC-284B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-284L-AP3 Lab pack of 5.	**$149.00**


AFTER SOUND PASSES THROUGH THE OUTER EAR IT REACHES THE MIDDLE EAR.

THE EAR

Grades: 5 - 12

This program describes the outer, middle, and inner ear. Individual parts are named in both Latin and lay terms (selected at the user's choice). Throughout, the student is asked questions on the materials just covered. The program does not allow the student to move ahead until each question is answered correctly. Requires 48K.

MPL-3321B-AP 5.25" disk w/backup.	**$49.95**
MPL-3321B-AP3 3.5" disk w/backup.	**$49.95**

THE IMMUNE SYSTEM

Grades: 4 - 6

Some appealing and some appalling characters-animate this unique software. Phagocytes, T-cells, and B-cells, the heroes of the immune system, wage the battle against foreign particles and harmful germs. This colorful interactive program shows students how to keep germs out of their bodies and maintain a healthy immune system, and introduces topics such as immunization, allergies, autoimmune disorders, and AIDS. A checkers-like game follows, in which the student controls the game pieces for the immune forces and the computer controls the game pieces for the germs. 20-page Teacher's Guide included. Requires 64K.

MA-5149-AP 5.25" disk only.	**$55.00**
MA-5149L-AP Lab pack of 5.	**$125.00**

MEET THE NEW YOU (FOR BOYS)

Grades: 4 - 6

Here's an interactive program that presents and reinforces important information about changes experienced during puberty.Boys will begin to understand the development and functioning of the male reproductive system and the ways in which they can prepare for adulthood by taking care of themselves physically and emotionally. Includes a 20-page Teacher's Guide. Requires 48K.

MA-5144-AP 5.25" disk only.	**$55.00**
MA-5144L-AP Lab pack of 5.	**$125.00**

MEET THE NEW YOU (FOR GIRLS)

Grades: 4 - 6

Present and reinforce the changes experienced during the transformation of little girls into young woman with this sensitive software program. Frequent opportunities for interaction with the program impart a firm understanding of the physical and emotional changes of puberty as well as the working of the female reproductive system, the importance of good health and hygiene, and the responsibilities of adulthood. Includes a 20-page Teacher's Guide. Requires 48K.

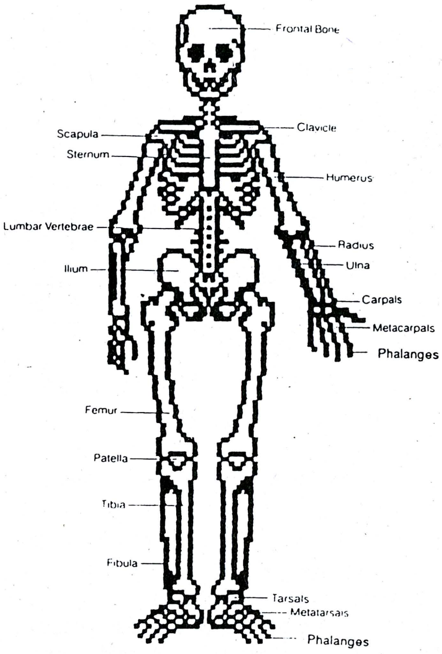
MA-5145-AP 5.25" disk only.	**$55.00**
MA-5145L-AP Lab pack of 5.	**$125.00**

THE REPRODUCTIVE SYSTEM A BABY IS BORN

Grades: 4 - 8

This engaging computer program presents the essentials of human reproduction - fertilization, fetal nourishment, development and growth rate; and the birth process. Colorful, easy-to-follow computer graphics help clarify the basics of human genetics including chromosomes and genes and how they determine the characteristics and sex of a baby. Requires 48K..

MA-5146-AP 5.25" disk only.	**$55.00**
MA-5146L-AP Lab pack of 5.	**$125.00**

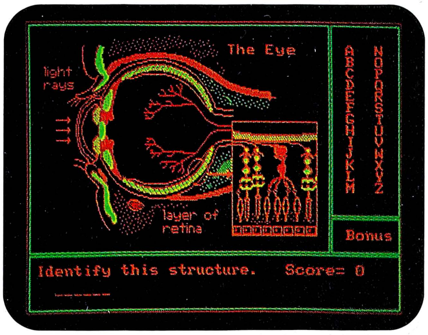


THE BODY TRANSPARENT

Grades: 4 - 12

Learn the organs and bones of the human body in a fun and challenging game. Move the bones and organs presented to their correct locations on the male or female body. Or play the game of facts and functions and learn what different organs and bones do and other important information about them, as well as where they are. *The Body Transparent* even lets you add your own human biology questions and practice your homework alone or with a friend. Requires 48K.

DW-114-AP 5.25" disk only.	**$29.95**



Identify this structure. Score= 0

SENSES

Grades: 7 - 12

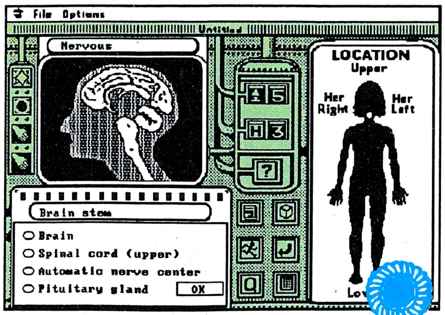
Explore the fascinating workings and intricate parts of the human sense organs. The program includes a learning game, a database and a multiple choice quiz designed to make learning fun. Detailed drawings of the five sense organs help students recognize the names of the intricate structures and their functions.

Apple Requires 64K

VT-49-AP 5.25" disk.	**$59.95**
VT-49L-AP Lab pack of 10.	**$119.90**
VT-49-AP3 3.5" disk.	**$59.95**
VT-49L-AP3 Lab pack of 10.	**$119.90**

Macintosh Requires 512K

VT-51-MAC 3.5" disk.	**$49.95**
VT-51L-MAC Lab pack of 10.	**$119.90**



DR. KNOW-IT-ALL'S INNERBODYWORKS: JUNIOR VERSION

Grade: 4 - 6

Body terms are presented in common, everyday language, as are definitions and bonus health questions. Designed as an introduction to human health and anatomy. Specially designed *Junior Version* reference books included.

Consists of program and backup disk, comprehensive teacher guide, set of 30 student body map/glossary books, 8 page *Dr. Know-It-All* comic book.

Apple IIGS Requires 1MB

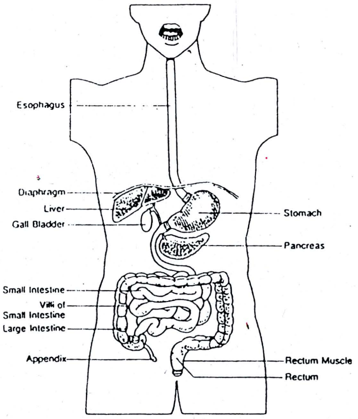
TMS-410-GS 3.5" disk. **$149.95**

TMS-410L-GS Lab pack of 10. .... **$299.95**

Macintosh Requires 1MB

TMS-410-MAC 3.5" disk. **$149.95**

TMS-410L-MAC Lab pack of 10. .... **$299.95**



DR. KNOW-IT-ALL'S INNERBODYWORKS SENIOR VERSION

Grade: 7 - 12

The body parts are presented in scientific terms, as are definitions and bonus health questions. Use as an introduction to or review of human health and anatomy. Specially designed *Senior Version* reference books included.

Teacher guide, 30 student body map/glossary books, 8 page *Dr. Know-It-All* comic book.

Apple IIGS Requires 1MB

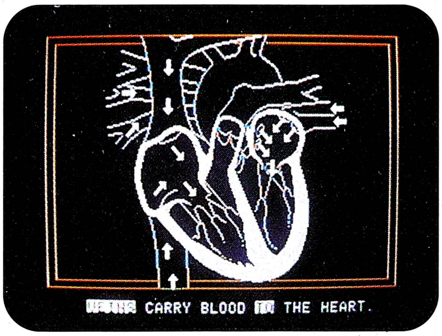
TMS-411B-GS 3.5" disk, w/backup. ... **$149.95**

TMS-411L-GS Lab pack of 10. .... **$299.95**

Macintosh Requires 1MB

TMS-411B-MAC w/backup. **$149.95**

TMS-411L-MAC Lab pack of 10. .... **$299.95**



VEINS CARRY BLOOD TO THE HEART.

THE HUMAN BODY: AN OVERVIEW

Grades: 4 and Up

The animated graphics in this title, containing seven lessons and a review text, will grab student's attention, and keep it, from one lesson to the next. The graphics fascinate and instruct students as they watch arms flex, food digest, and hearts beat. These visuals help students grasp difficult concepts and see themselves in a whole new way !

The first lesson introduces students to the human body. The next six lessons explore the muscular, digestive, respiratory, skeletal, circulatory and nervous systems. A 67-question review wraps up the program.

Each lesson provides information through the text and graphics. Students then have two chances to respond correctly to multiple choice, short-answer, or true/false questions. Each step-by-step lesson takes up to 20 minutes to complete.

The accompanying Learning Guide is very informative. It includes an overview of the program, an extensive list of follow-up activities for each of the units, and a reproducible diagram of the body, showing the major systems. Requires 48K.

BB-SC01-AP 5.25" disk only. **$99.00**

SKELETAL SYSTEM

Grades: 4 and Up

The *Skeletal System* is the second title in the *Human Body* series. It is designed to provide supplemental and more detailed study of one of the six major body systems introduced in *The Human Body: An Overview*. There are five lessons in total: *A Bone to Pick; Major Skelatal Bones; Joints, Ligaments and Cartilage*; and a *Review Test*. Students love the humorous responses to correct input in this captivating tutorial. The Learning Guide is packed with suggestions for research projects. Requires 48K.

BB-SC02-AP 5.25" disk only. **$89.00**

THE HUMAN SYSTEMS: SERIES 1

Grades: 6 - 10 Remedial: 10 - 14

This series lets you reinforce what you teach about the human body using drill-and-practice, a tutorial, or game format approach. Through a number of challenging questions and detailed graphics, students will learn how the body functions and the important roles each part of the body plays. Plus, each program can be used in its optional game mode to provide students with an added incentive for correct answers.

The Human Organism	*The Digestive System*
The Blood	*The Circulatory System*

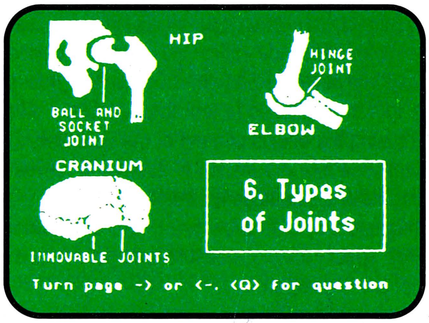
Requires 48K.

FM-0111B-AP 5.25" disk w/backup. **$129.00**

FM-0111L-AP Lab pack of 12. .... **$387.00**

FM-0111B-AP3 3.5" disk w/backup. **$129.00**

FM-0111L-AP3 Lab pack of 12. .... **$387.00**



THE HUMAN SYSTEMS: SERIES 2

Grades: 6 - 10 Remedial: 10 - 14

Presented in a multiple-choice format, these programs will provide your students with conceptual and factual material on the human organism. Each question is accompanied by information text screens which students may call up at any time for additional help. Whether the programs are used as tutorials, drill-and-practice, or learning games (optional), students will be reinforcing and remembering what you teach them.

The Muscular System	*The Skelatal System*
The Nervous System	*The Endocrine System*

Includes Teacher's Lesson Planner. Requires 48K.

FM-0112B-AP 5.25" disk w/backup. **$129.00**

FM-0112L-AP Lab pack of 12. .... **$387.00**

FM-0112B-AP3 3.5" disk w/backup. **$129.00**

THE HUMAN SYSTEMS: SERIES 3

Grades: 6 - 10 Remedial: 10 - 14

This third set of programs on the human body pursues the philosophy of the previous series to teach about the respiratory, excretory, reproductive systems, and human genetics. Its major strength lies in its ability to be used in a variety of ways: as a tutorial, drill-and-practice, a game program, or all three. Vivid, high-resolution color graphics and clearly written screens make this program a must for every life science or biology classroom. Requires 48K.

FM-0113B-AP 5.25" disk w/backup. **$129.00**

FM-0113L-AP Lab pack of 12. .... **$387.00**

FM-0113B-AP3 3.5" disk w/backup. **$129.00**

FM-0113L-AP3 Lab pack of 12. .... **$387.00**

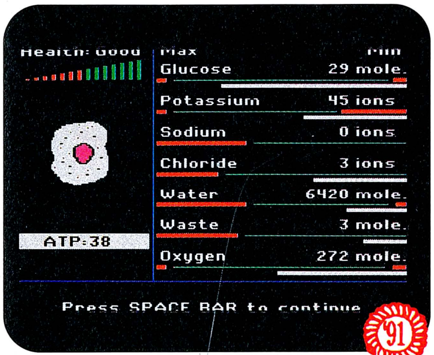
DISCOVERY LAB

Critic's Choice

Grades: 6 - 9

The student designs and carries out simulated experiments on fictitious organisms in order to discover their reactions to a number of stimuli, including light, temperature, moisture, sound, and food. The computer eliminates the complex interaction of variables present in most real organisms. This is an advantage when the concept of a controlled experiment is new to the student. This program also has multiple levels of difficulty and a help module. Requires 128K.

MEC-128B-AP 5.25" disk, w/backup.	**$59.00**
MEC-128L-AP Lab pack of 5.	**$149.00**
MEC-128B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-128L-AP3 Lab pack of 5.	**$149.00**



Health: Good

Max Min

Glucose 29 mole.

Potassium 45 ions

Sodium 0 ions

Chloride 3 ions

Water 6420 mole.

Waste 3 mole.

Oxygen 272 mole.

ATP:38

Press SPACE BAR to continue

'91

THE LIVING CELL

Grades: 7 - 12

The Living Cell is a discovery-learning simulation. The product's two programs Living with Oxygen and Living without Oxygen actively involve students in a series of investigations to understand the events that occur in a living cell. They investigate the movement of materials across a membrane, specifically, active transport. These programs are intended to enhance and to reinforce student-centered, hands-on classroom investigations on the same topics. The goal is to create an environment in which students can control their own learning process, gain a conceptual understanding of concepts involved, and increase their problem-solving skills. This product is designed to be used in a demonstration mode as an " electronic blackboard." It is, however, well-suited for individualized instruction. Requires 128K.

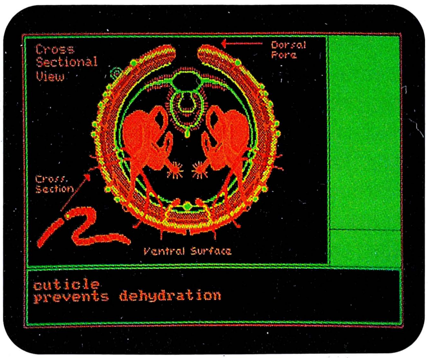
MEC-278B-AP 5.25" disk, w/backup.	**$59.00**
MEC-278L-AP Lab pack of 5.	**$149.00**
MEC-278B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-278L-AP3 Lab pack of 5.	**$149.00**

PLANT AND ANIMAL CELLS

Grades: 7 & up

Explore the mysteries of the cell and information on the general structure of plant cells, photosynthesis, the general structure of animal cells and mitosis with Plant and Animal Cells. This program includes lessons, experiments, games, and quizzes. Requires 64K.

VT-0012-AP 5.25" disk.	**$59.95**
VT-0012L-AP Lab pack of 10.	**$149.95**
VT-0012-AP3 3.5" disk.	**$59.95**
VT-0012L-AP3 Lab pack of 10.	**$149.95**



cuticle
prevents dehydration

THE WORM

Grades: 7 - Adult

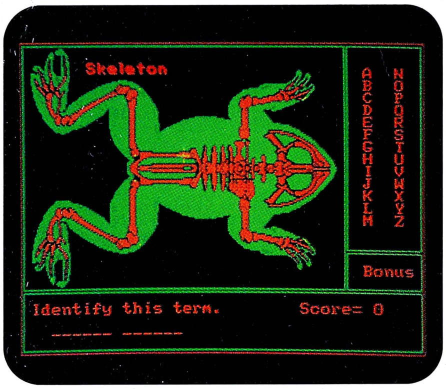
The Worm deals in detail with the digestive, nervous, circulatory, reproductive and locomotive systems of the common earthworm. The learning system includes an Identification Game, a Data Retrieval Utility which allows students to access detailed information, and a Quiz Machine to help students practice matching structures and functions.

Apple Requires 64K

VT-0808-AP 5.25" disk.	**$59.95**
VT-0808L-AP Lab pack of 10.	**$149.95**
VT-0808-AP3 3.5" disk.	**$59.95**
VT-0808L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 512K

VT-0808-MAC	**$59.95**
VT-0808L-MAC Lab pack of 10.	**$149.95**



Identify this term. Score= 0

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VISIFROG SKELETAL SYSTEM

Grades: 7 - Adult

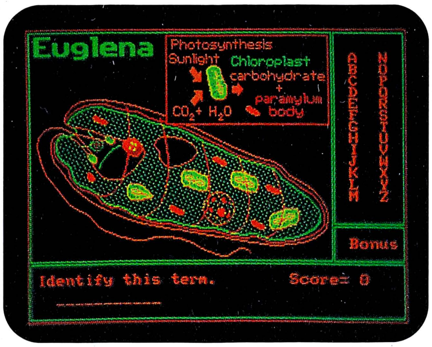
The user in this program practices identifying and spelling the names on structures in the muscular, digestive system, cardiovascular system, nervous system and skeleton of the frog. A database is included describing each structure and its function. The Visifrog learning system also includes a multiple choice question and answer game which challenges students to match anatomical structures and functions.

Apple Requires 64K

VT-05003-AP 5.25" disk.	**$59.95**
VT-05003L-AP Lab pack of 10.	**$149.95**
VT-05003-AP3 3.5" disk.	**$59.95**
VT-05003L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 512K

VT-05003-MAC	**$59.95**
VT-05003L-MCA Lab pack of 10.	**$149.95**



Identify this term. Score= 0

PROTOZOA

Grades: 7 - Adult

Protozoa presents data on four representative organisms in the protozoa phylum. The user practices identifying and spelling the microstructures found in Amoeba, Euglena, and Paramecium, and the parts of Plasmodia and the Malaria cycle. The learning system includes a Data Base describing the cellular parts and their functions, a Quiz Machine which presents a multiple choice quiz and a Microscope Study Unit, which gives a detailed information about how to operate a microscope.

Apple Requires 64K

VT-0601-AP 5.25" disk.	**$59.95**
VT-0601L-AP Lab pack of 10.	**$149.95**
VT-0601-AP3 3.5" disk.	**$59.95**
VT-0601L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 512K

VT-0601-MAC	**$59.95**
VT-0601L-MAC Lab pack of 10.	**$149.95**

MARINE LIFE SERIES

Grades: 7 - 12

In each program, lessons present basic information on each topic. A probe allows a student to move an indicator to parts on the animal and retrieve detailed information about the biological function of a particular structure. Three word games are designed to help students to identify anatomical structures and biological functions, and to learn the special vocabulary that pertains to marine biology.

Anatomy of a Fish teaches structures and functions. It covers internal, external and skeletal structures of a bony fish.

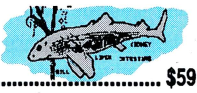
Apple Requires64K

VT-10-AP 5.25" disk.	**$59.95**
VT-10L-AP Lab pack of 10.	**$149.95**
VT-10-AP3 3.5" disk.	**$59.95**
VT-10L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 512K

VT-12-MAC 3.5" disk.	**$59.95**
VT-12L-MAC Lab pack of 10.	**$149.95**

Anatomy of a Shark will give students an in-depth understanding of anatomical structures and the related biological functions.

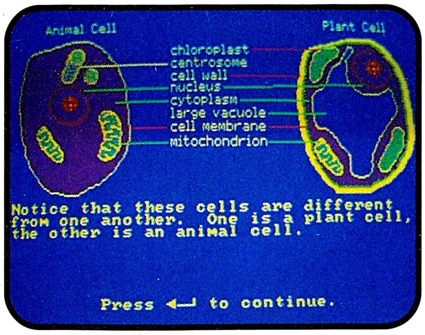


Apple Requires 64K

VT-13-AP 5.25" disk.	**$59.95**
VT-13L-AP Lab pack of 10.	**$149.95**
VT-13-AP3 3.5" disk.	**$59.95**
VT-13L-AP3 Lab pack of 10.	**$149.95**

Macintosh Requires 512K

VT-15-MAC.	**$59.95**
VT-15L-MAC Lab pack of 10.	**$149.95**



Notice that these cells are different from one another. One is a plant cell, the other is an animal cell.

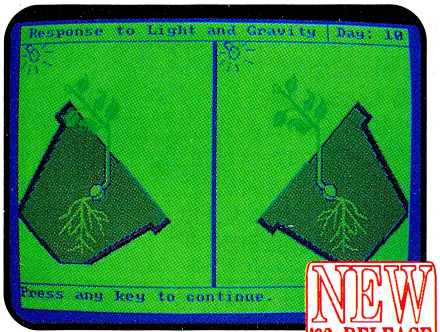
Press ←┘ to continue.

CELL GROWTH & MITOSIS

Grades: 8 - College

Brilliant color graphics show the detailed process of cell division, beginning with a thorough analysis of why a cell divides. Interactive simulations illustrate surface area/volume ratio, chromosome number, chromosome replication, and cytoplasmic division.

CCM-1004-AP 5.25" DISK..	**$69.95**
CCM-1004L-AP Lab pack of 10.	**$175.00**



Press any key to continue.

NEW
'92 RELEASE

THE LAB: EXPERIMENTS IN BIOLOGY

Grades: 9 - 12

This self-paced, interactive computer simulation offers important biology experiments, preceded by instructions and explanations. • Allows student to control setup and assign values to variables • Aids learning through experimentation and repeated simulation • Includes 12 reproducible forms for recording observations

Experiments include:

- Light and plant growth: Demonstrates effects of 5 kinds of light on plant growth over a period of time
- DNA Replication: allows matching of base pairs to the separate strands of a DNA molecule to produce a second copy of the molecule
- Genetic Crosses; Enables students to determine bean plant genotypes by crossing selected plants and identifying the genotypes by observing the offspring
- Geo- and phototropism: Shows the effects on a seedling's roots, stem, and leaf growth when light and pot position changes
- Lung Capacity: Measures volumes of air in lungs, total lung capacity, inspiratory reserve, expiratory reserve, and residual volumes
- Nerve Impulses: Shows the effects of stimulation by a motor neuron.

Requires 128K.

MDP-5110-AP 5.25" disk.	**$129.00**
MDP-5110L-AP Lab pack of 6.	**$307.00**
MDP-5110-AP3 3.5" disk.	**$129.00**
MDP-5110L-AP3 Lab pack of 6.	**$307.00**

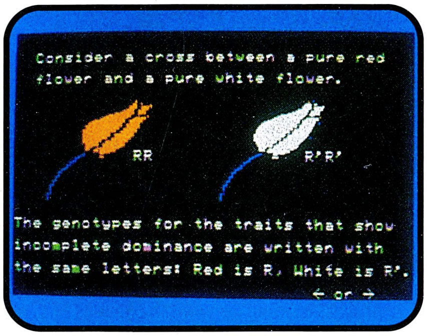
BIOLOGY

Critic's Choice

Grades: 9 - College

Computer assisted instruction for biology classes. Program branches to subprogram for reinforcement in areas where students have difficulty. Programs are keyed to main concepts found in all high school biology textbooks. The teacher, using a special utility, can easily change any of the biology information in the program. A typical lesson can be completed in about 40 minutes. Students can stop at any point and continue where they left off at a later date. Student progress is recorded, which only the teacher can access. Fifteen different modules available. Requires 64K.

Animal Reproduction	
JS-101-AP 5.25" disk.	**$39.00**
JS-101-AP3 3.5" disk.	**$39.00**
Asexual Reproduction	
JS-102-AP 5.25" disk.	**$39.00**
JS-102-AP3 3.5" disk.	**$39.00**
Biochemistry	
JS-103-AP 5.25" disk.	**$39.00**
JS-102-AP3 3.5" disk.	**$39.00**
Cells	
JS-104-AP 5.25" disk.	**$39.00**
JS-104-AP3 3.5" disk.	**$39.00**
Classification	
JS-105-AP 5.25" disk.	**$39.00**
JS-105-AP3 3.5" disk.	**$39.00**
Digestion	
JS-106-AP 5.25" disk.	**$39.00**
JS-106-AP3 3.5" disk.	**$39.00**
Endocrine System	
JS-107-AP 5.25" disk.	**$39.00**
JS-107-AP3 3.5" disk.	**$39.00**
Excretion	
JS-108-AP 5.25" disk.	**$39.00**
JS-108-AP3 3.5" disk.	**$39.00**
Genetics	
JS-109-AP 5.25" disk.	**$39.00**
JS-109-AP3 3.5" disk.	**$39.00**
Locomotion	
JS-110-AP 5.25" disk.	**$39.00**
JS-110-AP3 3.5" disk.	**$39.00**
Nervous System	
JS-111-AP 5.25" disk.	**$39.00**
JS-111-AP3 3.5" disk.	**$39.00**
Photosynthesis & Transport	
JS-112-AP 5.25" disk.	**$39.00**
JS-112-AP 3.5" Disk.	**$39.00**
Reproduction Plants	
JS-113-AP 5.25" disk.	**$39.00**
JS-113-AP3 3.5" disk.	**$39.00**
Respiration	
JS-114-AP 5.25" disk.	**$39.00**
JS-114-AP3 3.5" disk.	**$39.00**
Transport	
JS-115-AP 5.25" disk.	**$39.00**
JS-115-AP3 3.5" disk.	**$39.00**
Complete Set	
JS-100-AP 5.25" disk.	**$299.00**
JS-100-AP3 3.5 " disk.	**$299.00**



Consider a cross between a pure red flower and a pure white flower.

The genotypes for the traits that show incomplete dominance are written with the same letters: Red is R, White is R'.

← or →

INTRODUCTORY GENETICS

Grades: 9 - 12

A complete genetics unit in 7 parts: • Mendel's Laws: homozygous and heterozygous offspring; segregation, dominance and independent assortment. • Monohybrid and dihybrid crosses with interactive Punnett square activities. • Incomplete dominance. • Sex chromosomes, sex determination. • Two simulated breeding experiments. Requires 48K.

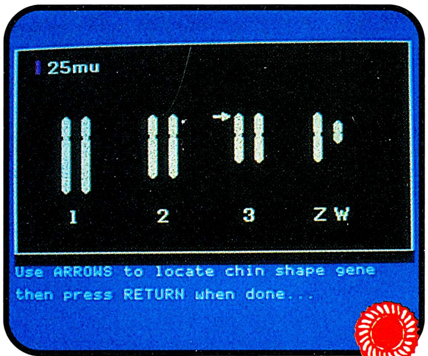
EME-DN200B-AP 5.25" disk only, w/backup.	**$96.00**
EME-DN200L-AP Lab pack of 10.	**$288.00**

DNA THE BASICS

Grades: 9 - 12

Structure and operation of the coded chromosome message that controls the organization of all life. Features building the DNA molecule from sugars, phosphates and the bases; transcription of mRNA; amino acid codes; and protein synthesis via tRNA at the ribosome. Requires 48K.

EME-DN203B-AP 5.25" disk only w/backup.	**$59.00**
EME-DN203L-AP Lab pack of 10.	**$177.00**



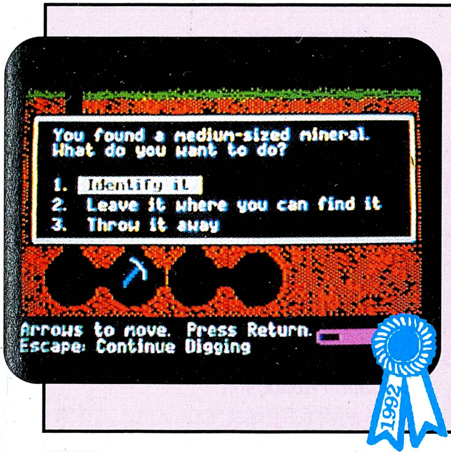
Use ARROWS to locate chin shape gene then press RETURN when done...

KANGASAURUS- TRANSMISSION GENETICS

Grades: College

Students design the genetic system for an imaginary "Kangasaurus", manipulate variables, observe effects and predict the outcomes of crosses to test hypotheses. Features extensive use of visual images that are effective in enhancing students' reasoning and help them to see new relationships. Variables include number and size of autosomes; sex chromosome system; gene type, locus and function; number of alleles; gene lethality, linkage and crossing over. Lab activities are provided. Requires 48K.

EME-A214B-AP 5.25" disk only, w/backup. .	**$65.00**
EME-A214L-AP Lab pack of 10.	**$195.00**



You found a medium-sized mineral.
What do you want to do?

1. Identify it
2. Leave it where you can find it
3. Throw it away

Arrows to move. Press Return.
Escape: Continue Digging

MURPHY'S MINERALS

Gr: 3-6, Jr. High

Murphy's Minerals is a discovery-learning simulation that allows students to learn about the physical properties of unknown minerals. Students then use the information that they gather to identify the minerals. Teacher Options allow the teacher to manage student records, specify the levels of difficulty available to students, and determine the kind of printer support.

Requires 128K.

MEC-221B-AP 5.25" disk, w/backup.	**$59.95**
MEC-221L-AP Lab pack of 10.	**$149.95**
MEC-221B-AP3 3.5" disk, w/backup.	**$59.95**
MEC-221L-AP3 Lab pack of 10.	**$149.95**

DISSOLVES
no
STATE
OPERATOR
BILL
COLOR
brown
ODOR
characteristic
TEXTURE
thick
1992

EASYSEARCH: CHEMICAL HOTLINE

Grades: 5 - 9

Chemical Hotline presents a novel approach to the use of databases in the classroom. An engaging role-playing simulation is combined with a database utility to create an activity that involves more than just accessing data. Your students' research skills become critical as they must provide answers to questions from people who "call in" with problems related to everyday household products. Your students must consult the computer database files for information on approximately 50 common materials. Includes a Teacher's Lesson Planner and a Student Workbook.

Requires 64K

FM-1041B-AP 5.25" disk only, w/backup.	**$49.00**
FM-1041L-AP Lab pack of 12.	**$147.00**

ELEMENTS, COMPOUNDS AND MIXTURES

Grades: 6 - 12

This highly motivating learning game will help your students to understand the difference between elements, compounds, and mixtures. The program consists of three categories with questions of varying difficulty. Students can choose the category and difficulty level and then answer the questions about properties and uses of elements, compounds, and mixtures. An extensive Teacher's Lesson Planner helps coordinate the program with existing lessons.

Requires 48K.

FM-1033B-AP 5.25" disk, w/backup.	**$45.00**
FM-1033L-AP Lab pack of 12.	**$135.00**
FM-1033B-AP3 3.5" disk, w/backup.	**$45.00**
FM-1033L-AP3 Lab pack of 12.	**$135.00**

ELEMENTS AND SYMBOLS

Grades: 6 - 12

Here's a simple way to introduce your students to the chemical elements. The program can be used as a tutorial, a drill-and- practice, or a game. Properties of the more common elements, man-made vs. naturally-occuring elements, and the basis for writing chemical symbols. Teacher's Lesson Planner is provided.

Requires 48K.

FM-1031B-AP 5.25" disk, w/backup.	**$45.00**
FM-1031L-AP Lab pack of 12.	**$135.00**
FM-1031B-AP3 3.5" disk, w/backup.	**$45.00**
FM-1031L-AP3 Lab pack of 12.	**$135.00**

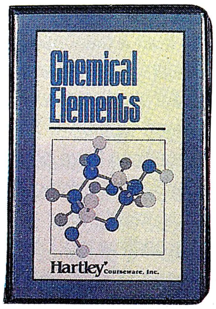
VIDEO

VIDEO SCIENCE LAB CHEMISTRY

Grades: 9 - 12

Nine experiments are provided with this kit. Forty-five minute VHS video which guides students thorough the experiments. Hassle-free reproducible lab worksheets for each experiment and a reproducible periodic table for student reference/experiment. Top quality equipment for all experiments (except vinegar and sugar). Your students will explore the periodic table and complete experiments on a chemical reaction, suspensions, solutions, acids and bases, paper chromatography, etc. The individual kit contains video, masters, and equipment. The group kit has the video, masters, and equipment for 12 students.

V56-VL261A-VHS 45 minutes.	**$49.95**
V56-VL26B-VHS Pack for 12 students.	**$249.95**

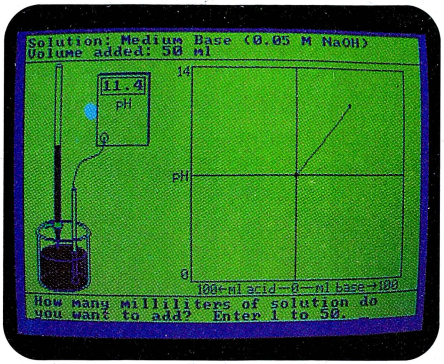


CHEMICAL ELEMENTS

Grades: 10 - 12

Learning about the chemicals was never this much fun! Over 650 clues help students unravel the mysteries of 45 different elements. This is a great class activity to use when reviewing for a test. Requires 48K.

H-1540B-AP 5.25" disk, w/backup.	**$49.95**
H-1540L-AP Lab pack of 5.	**$99.95**
H-1540B-AP3 3.5" disk, w/backup.	**$49.95**
H-1540L-AP3 Lab pack of 5.	**$99.95**



Solution: Medium Base (0.05 M NaOH)
Volume added: 50 ml

How many milliliters of solution do you want to add? Enter 1 to 50.

THE LAB: EXPERIMENTS IN CHEMISTRY

NEW
'92 RELEASE

Grades: 9 - 12

With the use of simulations, colorful diagrams and graphs, this science tool allows high school students to perform fundamental chemistry experiments.

- Motivates students through simulated graphic experiments
- Students choose conditions and assign values to variables
- Acts as supplement to classroom discussion
- 12 reproducible forms included for recording observations
- No equipment required other than computer and disk

Experiments include;

- *Experimental Percent Composition*; experimental simulations of copper oxidation, chlorination of magnesium, and titanium reduction to determine percent of composition
- *pH Meters*: Demonstrates the use of a pH meter to monitor the pH level when adding acid or base to water

Requires: 128K.

MDP-5210-AP 5.25" disk.	**$129.00**
MDP-5210L-AP Lab pack of 6.	**$307.00**
MDP-5210-AP3 3.5" disk.	**$129.00**
MDP-5210L-AP3 Lab pack of 6.	**$307.00**

THE GREAT CHEMISTRY KNOWLEDGE RACE

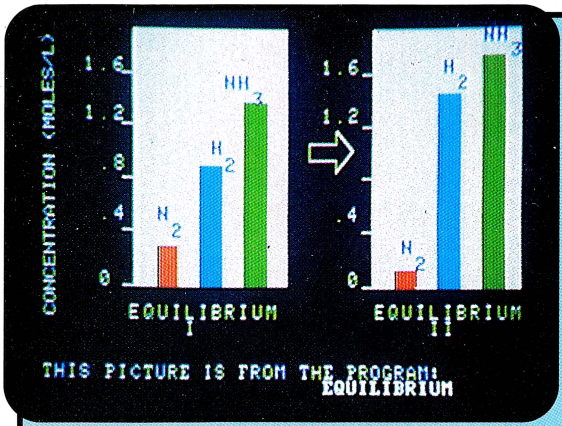
Grades: 9 - 12

Here's the perfect tool for mid-year and end-of-year review of your chemistry curriculum. This engaging class activity involves students in a computer board game where they have to capture all 5 categories including a "Pot Luck" category. Suitable for an entire class or individuals, the program comes with several game options to suit the needs of every student. Contains 2 programs, 4 categories each.

Matter & Energy	*Chemical Math*
Atomic Structure	*Kinetics & Equilibrium*
Chemical Bonding	*Acids & Bases*
The Periodic Table	*Oxidation-Reduction*

Requires 48K.

FM-1803B-AP 5.25" disk w/backup.	**$85.00**
FM-1803L-AP Lab pack of 12.	**$255.00**
FM-1803B-AP3 3.5" disk w/backup.	**$85.00**
FM-1803L-AP3 Lab pack of 12.	**$255.00**



THIS PICTURE IS FROM THE PROGRAM: EQUILIBRIUM

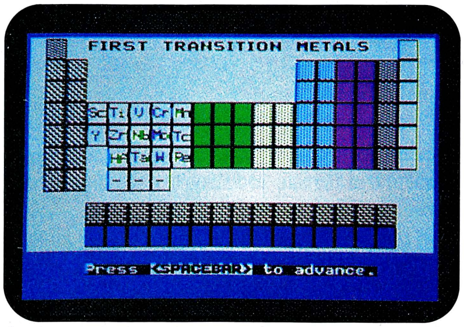
THE CHEMISTRY PROGRAMS

Grades: 10 - College

Lessons follow the concepts found in most high school textbooks. No two students get exactly the same questions. A wrong response to a question results in reinforcement from added information and a similar question.

Requires64K.

Acid Base Problems	
JS-201-AP 5.25" disk.	$34.95
JS-201-AP3 3.5" disk.	$34.95
Acid Base Theories	
JS-202-AP 5.25" disk.	$34.95
JS-202-AP3 3.5" disk.	$34.95
Bonding Between Molecules	
JS-203-AP 5.25" disk.	$34.95
JS-203-AP3 3.5" disk.	$34.95
Bonding In Molecules	
JS-204-AP 5.25" disk.	$34.95
JS-204-AP3 3.5" disk.	$34.95
Chemical Equations	
JS-205-AP 5.25" disk.	$34.95
JS-205-AP3 3.5" disk.	$34.95
Electrochemical Cells	
JS-206-AP 5.25" disk.	$34.95
JS-206-AP 3.5" disk.	$34.95
Electron Structure	
JS-207-AP 5.25" disk.	$34.95
JS-207-AP3 3.5" disk.	$34.95
Equilibrium	
JS-208-AP 5.25" disk.	$34.95
JS-208-AP3 3.5" disk.	$34.95
Gas Relationships	
JS-209-BAP 5.25" disk.	$34.95
JS-209-AP3 3.5" disk.	$34.95
Kinetics	
JS-210-AP 5.25" disk.	$34.95
JS-210-AP3 3.5" disk.	$34.95
Moles And Formulas	
JS-211-AP 5.25" disk.	$34.95
JS-211-AP3 3.5" disk.	$34.95
Organic Chemistry	
JS-212-AP 5.25" disk.	$34.95
JS-212-AP3 3.5" disk.	$34.95
Oxidation Reduction	
JS-213-AP 5.25" disk.	$34.95
JS-213-AP3 3.5" disk.	$34.95
Periodic Table	
JS-214-AP 5.25" disk.	$34.95
JS-214-AP3 3.5" disk.	$34.95
Solutions	
JS-215-AP 5.25" disk.	$34.95
JS-215-AP3 3.5" disk.	$34.95
Complete Set	
JS-200-AP 5.25" disk.	$350.00
JS-200-AP3 3.5" disk.	$350.00



CHEMAID

Grades: 7 - Adult

Elements of the periodic table are presented according to their symbol, classification, and position on the chart. The system includes an Element Recognition Game, a Data Retrieval Utility, basic facts about each of the elements, such as the atomic number, atomic structure, uses and characteristics. Requires 48K.

VT-037-AP 5.25" disk.	$59.95
VT-037L-AP Lab pack of 10.	$149.95
VT-037-AP3 3.5" disk.	$59.95
VT-037L-AP3 Lab pack of 10.	$149.95
Macintosh Requires 64K	
VT-037-MAC.	$59.95
VT-037L-MAC Lab pack of 10.	$149.95

FUN WITH CHEMISTRY

Grades: 8 - 12

Take your class on a journey of chemical magic. Students learn how and why many everyday chemical reactions take place, and how chemistry benefits us all. They are introduced to the "sugar monster" and see how solids can become liquids and gases.

V65-117-VHS 30 minutes.	$69.95

SELF HELP CHEMISTRY

Grades: 9 - 12

This interactive program allows students to create their own form of learning experience. It is a unique way of reinforcing the topics within the curriculum. Use it to introduce or reinforce topics, or as a drill and practice. The program is ideal material for the teacher to use with the textbook and clasroom materials. topics Covered: Matter and Energy, Atomic Structure & Nuclear Chemistry, Periodic Table, Bonding In & Between Formulas, Kinetic-Equilibrium, Spontaneous Reactions, Acid-Base Theory Problems, Hydrolysis, Oxidation - Reduction - Electrochemistry, Organic Chemistry.

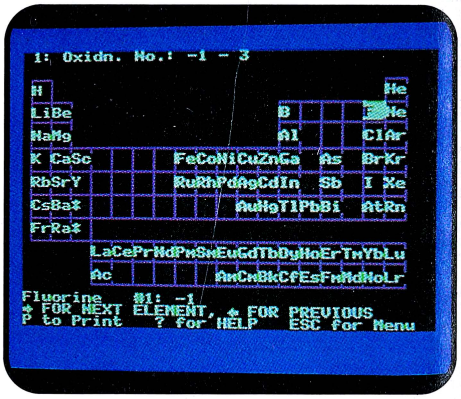
Macintosh Requires 64K	
PPS-C300M-MAC.	$220.00

TESTMAKER CHEMISTRY

Grades: 9 - 12

Diagrams, graphs, subscripts, and superscripts are integrated into the test bank. Teachers are able to create quizzes, tests, midterms, final exams, and class of homework assignments from a database of over 1600 questions. A unique feature of this software is that tests or drills can be set up for students to work at the computer. This new revised testmaker has greater speed and many new questions have been added. Saved tests can be modified by adding or deleting questions. Teachers can create as many versions of a test as they desire. In addition to printing out tests, the print-outs indicate the areas being tested for each question on the student and teacher answer keys. Topics match the areas covered in *Self Help Chemistry.*

Macintosh Requires 64K	
PPS-C200M-MAC.	$149.00


H He
LiBe B F Ne
NaMg Al ClAr
K CaSc FeCoNiCuZnGa As BrKr
RbSrY RuRhPdAgCdIn Sb I Xe
CsBa* AuHgTlPbBi AtRn
FrRa*
LaCePrNdPmSmEuGdTbDyHoErTmYbLu
Ac AmCmBkCfEsFmMdNoLr

1: Oxidn. No.: -1 - 3

Fluorine #1: -1

→ FOR NEXT ELEMENT, ← FOR PREVIOUS

P to Print ? for HELP ESC for Menu

PERIODIC LAW

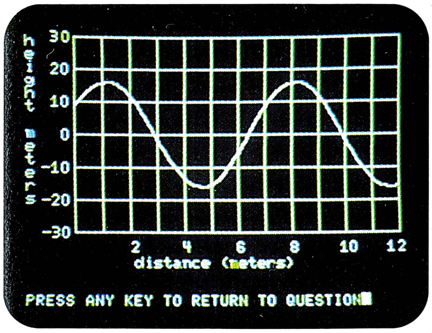
Grades: 9 - 12

This is an extensive data base of important properties of 103 elements. Students use highlighted Periodic Table displays, graphs, tabulated data and search and sort options to:

- explore periodic and group trends.
- compare the properties of any two elements side by side.
- search for elements using three criteria.
- generate ordered lists based on selected properties.
- look up particular values needed for research or lab work.
- obtain printouts of graphs, tables and ordered lists.

Includes a Teacher's Guide and an 8-page Student Lab Booklet.

Apple Requires 64K	
EME-A600-BAP Two 5.25" disks w/backup.	$69.00
EME-A600L-AP Lab pack of 10.	$207.00
Macintosh Requires 128K, System 7.0 compatible	
EME-A600B-MAC 3.5" disk w/backup.	$72.00
EME-A600L-MAC Lab pack of 10.	$217.00



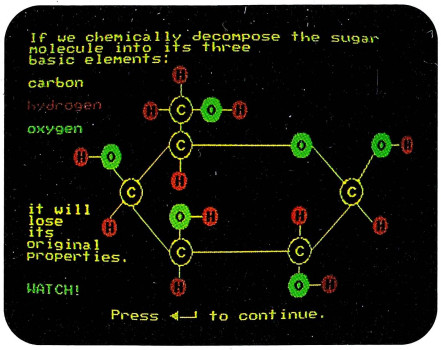
PRESS ANY KEY TO RETURN TO QUESTION

THE PHYSICS PROGRAMS

Grades: 9 - 12

These programs contain numerous high resolution pictures of experimental set-ups, graphs and charts. Incorrect responses to questions result in the student getting new information on the topic. A separate file, accessible only to the teacher, stores information on student progress. These programs are keyed to most high school textbooks, and emphasize problem solving. . Requires 64K.

Acceleration		
JS-501-AP	5.25" disk.	$34.95
JS-501-AP3	3.5" disk.	$34.95
Circular Motion		
JS-502-AP	5.25" disk.	$34.95
JS-502-AP3	3.5" disk.	$34.95
Free Fall		
JS-503-AP	5.25" disk.	$34.95
JS-503-AP3	3.5" disk.	$34.95
Gas Laws		
JS-504-AP	5.25" disk.	$34.95
JS-504-AP3	3.5" disk.	$34.95
Heat		
JS-505-AP	5.25" disk.	$34.95
JS-505-AP3	3.5" disk.	$34.95
Momentum		
JS-506-AP	5.25" disk.	$34.95
JS-506-AP3	3.5" disk.	$34.95
Newton's Laws		
JS-507-AP	5.25" disk.	$34.95
JS-507-AP3	3.5" disk.	$34.95
Projectile Problems		
JS-508-AP	5.25" disk.	$34.95
JS-508-AP3	3.5" disk.	$34.95
Sound		
JS-509-AP	5.25" disk.	$34.95
JS-509-AP3	3.5" disk.	$34.95
Uniform Motion		
JS-510-AP	5.25" disk.	$34.95
JS-510-AP3	3.5" disk.	$34.95
Waves		
JS-511-AP	5.25" disk.	$34.95
JS-511-AP3	3.5" disk.	$34.95
Work & Energy		
JS-512-AP	5.25" disk.	$34.95
JS-512-AP3	3.5" disk.	$34.95
Complete Set		
JS-500-AP	5.25" disk.	$295.00
JS-500-AP3	3.5" disk.	$295.00



If we chemically decompose the sugar molecule into its three basic elements:

it will lose its original properties.

WATCH!

Press ⏎ to continue.

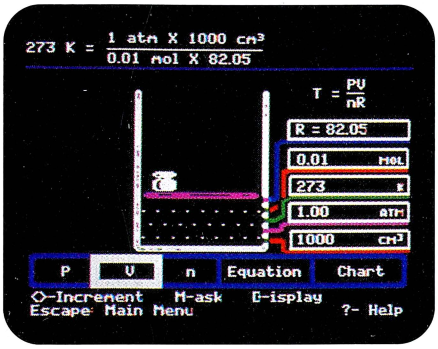
STRUCTURE OF MATTER

Grades: 8 - College

A courseware package designed for any science curriculum that includes study of the molecular structure of matter. Powerful graphics and thought-provoking questions help students explore the basic concepts underlying molecular structure. Animation and simulations illustrate atomic configuration, valence, bonding, and structural drawings. Students are offered opportunities to apply concepts to practical situations as they learn.

Requires 128K.

CCM-1007-AP	5.25" disk only.	$34.95
CCM-1007L-AP	Lab pack of 10.	$175.00



$273\ K = \frac{1\ atm \times 1000\ cm^3}{0.01\ mol \times 82.05}$

$T = \frac{PV}{nR}$

R = 82.05

0.01 MOL

273 K

1.00 ATM

1000 CM³

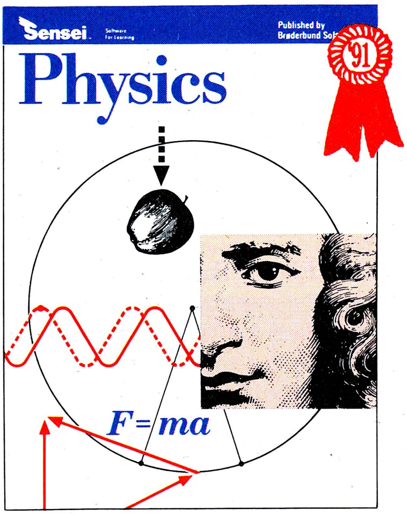
EXPLORING GAS LAWS

Grades: 10 - College

Exploring Gas Laws is a discovery-learning simulation that provides an environment in which students can discover and/or review the behavior of gases as described by Charles', Boyle's, and Gay-Lussac's Laws, and the Ideal Gas Law. This product is primarily designed to be used in a demonstration mode. The computer provides students with an open environment in which they may gather and analyze information while learning scientific content and developing appropriate scientific processes. Requires 128K.

1992

MEC-229B-AP	5.25" disk, w/backup.	$59.00
MEC-229L-AP	Lab pack of 5.	$149.00
MEC-229B-AP3	3.5" disk, w/backup.	$59.00
MEC-229L-AP3	Lab pack of 5.	$149.00



PHYSICS

Grades: 10 - College

Introductory course in classical mechanics that covers an entire year's coursework with over 300 problems. Average, gifted, or remedial students will manipulate vectors, interpret graphs, and solve problems; and can experiment with velocity and position to see changes in orbital motion. Dynamic, kinetic and potential energy simulations are compatible with the major textbooks.

Apple IIGS	Requires 512K	
BRO-41255-GS	with backup.	$99.95
BRO-41255L-GS	Lab pack of 5.	$199.95
Macintosh	Requires 512K	
BRO-41255-MAC	with backup.	$99.95
BRO-41255L-MAC	Lab pack of 5.	$199.95

VIDEO

MAGNIFICENT OBSESSION: THE LIFE OF EDWARD TELLER

Grades: 11 - College

Dr. Teller recalls his early life and traces his journey to the United States. He also describes the events that led to the atomic age of physics. Dr. Teller explains the "Star Wars" defense system and why he feels it should remain a viable project for the United States. 1991

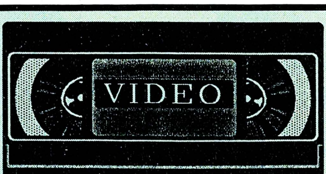
V99-8490-VHS	30 minutes.	$69.95

FUN WITH PHYSICS

Grades: 12 - College

Professor Haase of N.C. State Univ. intrigues students with the "magic" of physics. He uses extraordinary experiments - like lying on a bed of nails, creating sound waves, and breaking a racquetball into pieces - to introduce students to some of the basics of mechanics, electricity and magnetism, heat, sound, and much more. A fascinating tour of the wonders of the physical world. 1992 .

V99-8600-VHS	45 minutes.	$69.95



THE GEOGRAPHY TUTOR

This video series is designed and written by an experienced, renowned geography instructor. The express purpose of the content is to attack those areas of the subject that students have difficulty grasping. The presentation allows for classroom use or student tutorial. Each program is accompanied by a teacher work guide and glossary.

MAP AND GLOBE TERMS

Grades: 4 - 9

This program deals with understanding the standard terms contained on map use.

V50-101-VHS 18 minutes. **$49.95**

TYPES OF MAPS AND MAP PROJECTIONS

Grades: 4 - 9

A complete guide to various types of maps and map projections is explained in this comprehensive volume.

V50-102-VHS 18 minutes. **$59.95**

MAP SKILLS

This program introduces the viewer to actual use of maps by instituting map skills.

V50-103-VHS 18 minutes. **$59.95**

EARTH'S PHYSICAL FEATURES

Grades: 4 - 9

The descriptions of various land and water masses are a prime focus of this program.

V50-104-VHS 18 minutes. **$59.95**

WEATHER AND CLIMATE

Grades: 4 - 9

A concise explanation of weather, weather patterns, how formed, and climate around the world is the focus of this volume.

V50-105-VHS 18 minutes. **$59.95**

GLOBAL PROBLEMS

Grades: 4 - 9

The final episode in this series deals with the world's physical problems. Those caused by man, nature, etc.

V50-106-VHS 18 minutes. **$59.95**

FINDING YOUR WAY: USING MAPS & GLOBES

Grades: 4 - 9

This video is an excellent classroom resource for developing map interpretation skills and an appreciation for the kinds of information that maps and globes can provide. Includes assorted maps: political, road, topographical, physical, weather, and population. Various terms, such as latitude, longitude, equator, hemisphere, and Prime Meridian are identified. It further explores the importance of indicating direction, the concept of scale in determining distance, and the use of landmarks, symbols, and legends.

V65-482-VHS 20 minutes. **$89.00**

DISCOVERING MAPS & GLOBES

Grades: 2 - 6

This set of programs introduces students to basic social studies concepts with the emphasis upon map and globe use. Intermittent comprehension questions and review, when necessary, reinforce the students knowledge. Each 2-disk program comes with a 16-page activity guide. Requires 48K.

Maps

JP-3204-AP 5.25" disk only. **$35.00**

Globes

JP-3215-AP 5.25" disk only. **$35.00**

Complete Series

JP-3225-AP 5.25" disk only. **$67.00**

MAP READING

Grades: 2 - 8

This program offers a very basic introduction to reading maps. It covers the concepts of north, south, east, and west. In the process, it introduces the compass. It further introduces the concept of scale, providing ample opportunities for the student to determine distances. Requires 48K.

MPL-3041B-AP 5.25" disk w/backup. **$49.95**

MPL-3041B-AP3 3.5" disk w/backup. **$49.95**

MASTER MAPPER

'91

Grades: 3 - 7

A wide variety of imaginative interactive exercises teach direction, distance, latitude and longitude, map symbols, and scales.

Follow-up routines let students create a compass role, plot points on a grid, draw maps, and estimate times, rates, and distances.

Two interactive games add enjoyment as students apply their map skills. Requires 48K.

DC-230-AP 5.25" disk only. **$79.95**

DC-230L-AP Lab pack of 10. .... **$239.85**

JENNY'S JOURNEYS

Grades: 4 - 7

While visiting their Aunt Jenny, students use her car to explore Lake City, using their newly acquired map-reading skills to find their way around. Kids learn to use a map index, find locations, and plan a travel route. Three levels of difficulty allow students with various skill levels to progress at their own pace.

Requires 64K.

MEC-161-AP 5.25" disk $59.00

MEC-161L-AP Lab pack of 5. .... $149.00

MEC-161-AP3 3.5" disk $59.00

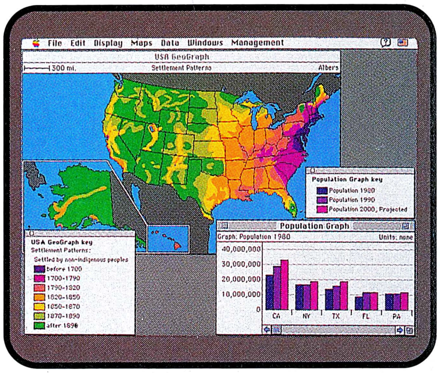
MEC-161L-AP3 Lab pack of 5. .... $149.00

LATITUDES & LONGITUDES

Grades:: 5 - 9

Do your students have poor latitude & longitude skills? Put them in their places with this program. They will learn how to measure the earth by degrees and minutes rather than miles and inches. This program teaches why and how. Loaded with helpful graphs and graphics. Requires 48K.

LH-3-AP 5.25" disk only. $49.95



STATES & TRAITS

Grades: 4 - 9

Combines U.S. Geography, history, and current trivia to provide hours of learning and fun. Students position state boundaries with mountains and rivers as guides, play trains games, and identify places on a map. The program features multiple levels of difficulty and map design capability. Requires 64K.

BR-818-AP 5.25" disk only. **$24.95**

AMERICA COAST TO COAST

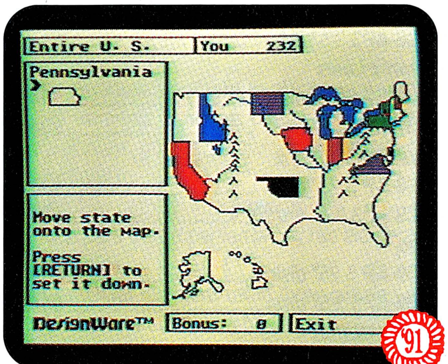
Includes Keyboard Overlay!

Grades: 4 - 12

Bring the United States map to life! The high-resolution color, animated map dramatically illustrates the relative sizes and locations of the various states within our country. Students select a state, then learn its location, capital, shape, motto, year of statehood, and major industries. Four activities test their knowledge. Includes Teacher's guide and Keyboard Overlays. Requires 48K.

MNS-86002-AP 5.25" disk only. **$49.95**

MNS-86002L-AP Lab pack of 5. .... **$99.90**



'91

USA GEOGRAPH

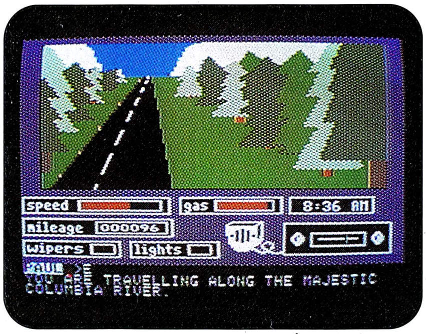
Grades: 5 - Adult

Use this product to learn about the fifty states and U.S. overseas territories. Designed around a "Living Map" theme, it contains more than 30 maps and over 20 thematic overlays. You can use it to complement your lesson plans or allow students to explore the package at their own pace. Comes with a classroom guide.

Apple IIGS Requires 768K.

MEC-103-GS 3.5" disk.. .... **$69.00**

MEC-103L-GS Lab pack of 5. .... **$169.00**



```
PAUL >
YOU ARE TRAVELLING ALONG THE MAJESTIC
COLUMBIA RIVER.
```

CROSSCOUNTRY USA

Grades: 4 - 10

Crosscountry USA is a geography and thinking skills program that casts students as truck drivers journeying around the continental United States to pick up various commodities and deliver them to a final destination. Along the way the student truckers learn about U.S. geography and economics while organizing data and planning routes to maximize efficiency on the road. Requires 64K.

DT-1009B-AP	5.25" disk, w/backup.	$67.00
DT-1009L-AP	Lab pack of 5.	$139.00
DT-1009B-AP3	3.5" disk, w/backup.	$67.00
DT-1009L-AP3	Lab pack of 5.	$139.00

SPACE COMMANDER STATES & CAPITALS

Critic's Choice

Grades: 4 - 10

This game for two players, provides drill on all 50 states and capitals and includes a management system. Having landed on a strange planet, players collect power packs to refuel their ship by correctly answering questions. First, players choose a lesson: 1) given a regional map with a state highlighted, select the state's name from four choices; 2) given a map and a state's name, highlight that state; 3) given a state name, type the abbreviation; 4) given a state abbreviation, type the state; 5) given a regional map and a state's name, select the capital city from four choices; and 6) given a state name, type the capital city. Players then choose one of four regions. The computer randomly generates questions and tells players how many spaces to move for correct answers. Up to 200 names, lessons and regions completed, scores, and percents correct are recorded. Players may turn the sound on or off. Requires: 64K

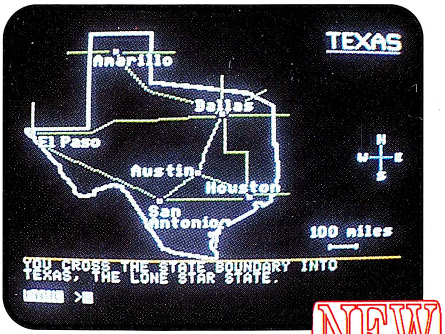
G-144B-AP	5.25" disk w/backup.	$59.95
G-144L-AP	Lab pack of 10.	$179.95
G-144B-AP3	3.5" disk w/backup.	$59.95
G-144L-AP3	Lab pack of 10.	$179.95

STATES

Grades: 5 - 8

States can help students study and learn important facts. The content and point values can be modified, making this program a favorite among educators. This program helps students become familiar with major cities, famous people, agricultural products, historical and geographic information about the states.

H-1508B-AP	5.25" disk w/backup.	$49.95
H-1508L-AP	Lab pack of 5.	$89.95
H-1508B-AP3	3.5" disk w/backup.	$49.95
H-1508L-AP3	Lab pack of 5.	$89.95



```
YOU CROSS THE STATE BOUNDARY INTO
TEXAS, THE LONE STAR STATE.
>
```

CROSSCOUNTRY TEXAS

NEW '92 RELEASE

Grades: 4 -10

As your students travel across the Lone Star State they will experience the landscapes and economies of the various regions. When they pull into Dallas, for example, they will pick up textiles. They will travel to El Paso, where they might take on a load of pecans. There are 135 cities and 55 commodities in this exciting program. Crosscountry Texas requires map reading and problem-solving skills. Two students can comptete to efficiently reach their destination having fun and learning every step of the way. Requires 128K.

DT-1010B-AP	5.25" disk , w/backup.	$67.00
DT-1010L-AP	Lab pack of 5.	$139.00
DT-1010B-AP3	3.5" disk only, w/backup.	$67.00
DT-1010L-AP3	Lab pack of 5.	$139.00

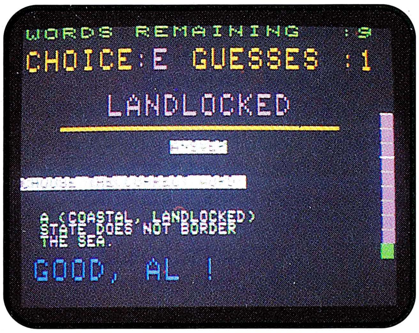
EXPEDITION USA

NEW '92 RELEASE

Grades: 4 - 6

Interactive software puts students behind the wheel as they set off across America, answering questions to figure out their destination and route. They must rely on the tools of geography-specialty maps, graphs, charts, and fact sheets-which are found in the program's extensive database. Requires 64K.

SVE-20609-AP	5.25" disk.	$59.95
SVE-20609L-AP	Lab pack of 5.	$144.00
SVE-20609-AP3	3.5" disk.	$59.95
SVE-20609L-AP3	Lab pack of 5.	$144.00



```
WORDS REMAINING    :9
CHOICE:E GUESSES :1

       LANDLOCKED

A (COASTAL, LANDLOCKED)
STATE DOES NOT BORDER
THE SEA.
GOOD, AL !
```

U.S. GEOGRAPHY

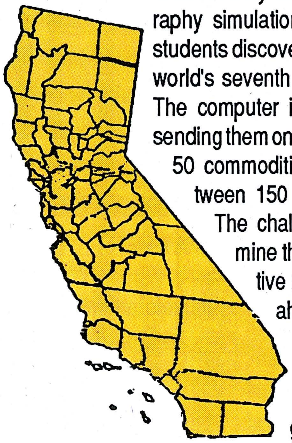
Grades: 5 - Adult

This program provides facts and information in a drill format. Students match words and phrases from information covering all 50 states, cities, landmarks, waterways and climates. Program contains 35 preprogrammed lessons of 10 questions each. Educators can add up to 10 lessons of their own material. Requires 48K.

AEC-MM05012-AP	5.25" disk only.	$19.95
AEC-MM05012-GS	3.5" disk.	$19.95

CROSSCOUNTRY CALIFORNIA

Grades: 4 -10



Crosscountry California is a geography simulation which lets your students discover all corners of the world's seventh largest economy. The computer is their dispatcher sending them on missions to collect 50 commodities and travel between 150 cities and towns. The challenge is to determine the most cost effective routes, and to plan ahead with the maps and reference materials which are part of the program. All expenses are recorded. Two students can compete, and they are sure to have fun while learning what makes California tick. Requires 128K.

DT-1111B-AP	5.25" disk, w/backup.	$67.00
DT-1111L-AP	Lab pack of 5.	$139.00
DT-1111B-AP3	3.5" disk, w/backup.	$67.00
DT-1111L-AP3	Lab pack of 5.	$139.00

U.S. ATLAS ACTION WORLD ATLAS ACTION

Grades: 4 - Adult

These two innovative programs are a motivating, fun way for students to learn and review important geography facts.

U.S. Atlas Action contains 58 maps: a national map, seven regional maps, and a map for each of the 50 states. It helps students learn such things as locations, state abbreviations, birthplaces of famous people, and names of rivers, mountains, and cities.

Word Atlas Action has 36 maps: a world map, six continent maps, and 29 country or regional maps. It helps students learn facts about the world, names of continents, islands, oceans, and cities - and lots more.

These highly flexible 2-disk programs feature;

- Built-in map games and built-in geography facts games
- Editor system for saving 32 games and creating game content relating to class study and special areas of interest
- Student Record Systems for saving the 20 most recent game records of 40 students.
- Game response analysis for review of scores and other information.

Requires 64K.

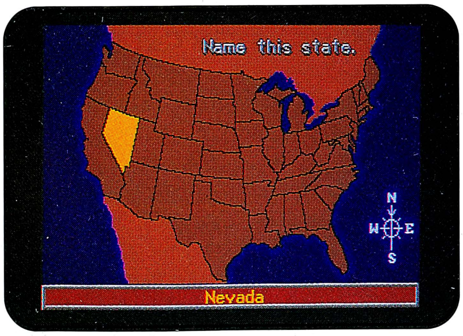
U.S. Atlas Action

DLM-16009-AP	5.25" disk.	$49.00
DLM-16009L-AP	Lab pack of 5.	$129.00

World Atlas Action

DLM-16010-AP	5.25" disk.	$49.00
DLM-16010L-AP	Lab pack of 5.	$129.00

U.S. Geography

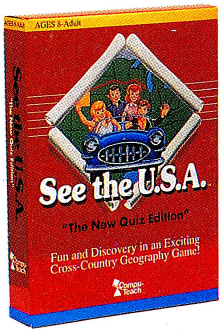


ALL ABOUT AMERICA

Grades: 1 - 6

Give your children and students an introduction to America's fascinating past. Each of the 16 stories features large, easy-to-read text enhanced by colorful graphics. Stories are followed by reading comprehension and vocabulary questions. The map disk includes maps of the Thirteen Colonies, The US before the Civil War, and Our 50 States, as well as quizzes involving states, capitals, postal abbreviations and directions.

Apple Requires 48K.	
UN-20002B-AP 5.25" disk only, w/backup.	**$69.95**
UN-20002L-AP Lab pack of 5.	**$120.00**
Apple IIGS Requires 768K.	
UN-20002B-GS 3.5" disk w/backup.	**$79.95**
UN-20002L-GS Lab pack of 5.	**$199.00**


AGES 8-Adult
See the U.S.A.
"The New Quiz Edition"
Fun and Discovery in an Exciting Cross-Country Geography Game!
Compu-Teach

SEE THE U.S.A.

Grades: 3 - 8

Over one hundred different full screen graphics depict characteristics of each state and capital. The quiz section is a limitless utility in which you create questions to test a player's knowledge of virtually any topic. The player answers the question by moving to the correct capital or state. Requires 128K.

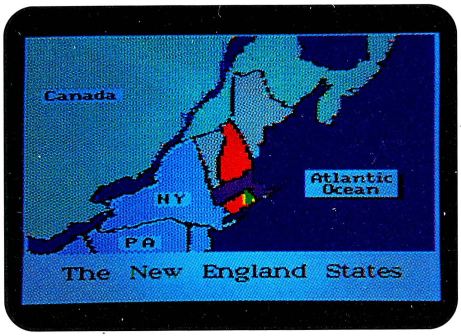
CPT-3025-AP 5.25" disk w/backup.	**$59.95**
CPT-3025L-AP Lab pack of 5.	**$129.95**
CPT-3025-AP3 3.5" disk w/backup.	**$59.95**
CPT-3025L-AP3 Lab pack of 5.	**$129.95**

THE SPY'S ADVENTURES IN NORTH AMERICA

Grades: 4 - Adult

Learn the geography of the continent as you play or just play for fun. The adventure may be played by a single player or with up to six people in a spy against spy network or in a cooperative spy network. Never play the same game twice. Requires 128K.

PW-401-AP 5.25" disk.	**$19.95**



STATES: GEOGRAPHY STUDY UNIT

Grades: 3 - 8

The *States Geography Unit* uses 9 colorful regional maps, several challenging games and a powerful database to make learning about the states interesting and rewarding for students. Students are challenged to spell the names of states or capitals, unscramble letters to correctly spell the name of the state, match the name of a state to the capital, or a state to its main industry. The powerful database gives students instant access to hundreds of interesting facts. Using the database students can make a query to find information. While using the database to explore the information about the 50 states, the student can instantly call up a map to see the location of the state.

Apple Requires 64K.	
VT-77777-AP 5.25" disk.	**$59.95**
VT-77777L-AP Lab pack of 10.	**$149.95**
VT-77777-AP3 3.5" disk.	**$59.95**
VT-77777L-AP3 Lab pack of 10.	**$149.95**
Macintosh Requires 512K.	
VT-77777-MAC 3.5" disk.	**$59.95**
VT-77777L-MAC Lab pack of 10.	**$149.95**

TRAVELS WITH ZA-ZOOM - THE U.S.

Grades: 4 - 8

Let your students travel the U.S. on a magic carpet with Za-Zoom, the Geography Genie! In this novel approach to geography and world cultures, students act as explorers as they find themselves visiting strange lands. At each location, students must gather fundamental geographic clues such as the latitude, longitude, bordering states, major cities, and bodies of water to determine where in the world they are. In addition, students can "observe" the clothing, food, and traditional lifestyles of the inhabitants, as well as the animals, climate, and landmarks associated with each state to aid them in identification. Requires 48K.

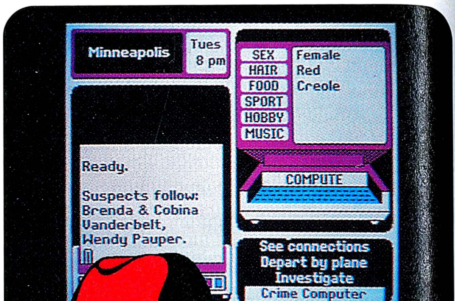
FM-7012B-AP 5.25" disk w/backup.	**$85.00**
FM-7012L-AP Lab pack of 12.	**$255.00**
FM-7012B-AP3 3.5" disk w/backup.	**$85.00**
FM-7012L-AP3 Lab pack of 12.	**$255.00**

VIDEO

SEASHORES

From the rock bound shores of New England to the sandy beaches of Florida and California, explore our coastlines and their inhabitants.

V04-4027-VHS 25 minutes.	**$19.95**



Minneapolis Tues 8 pm

SEX Female
HAIR Red
FOOD Creole
SPORT
HOBBY
MUSIC

Ready.
Suspects follow:
Brenda & Cobina
Vanderbelt,
Wendy Pauper.

WHERE IN THE USA IS CARMEN SANDIEGO?

Grades: 4 - 9

Sharpen your students' problem solving skills and knowledge of geography as they chase Carmen through all 50 states plus the District of Columbia. This time, Carmen and her gang are out to steal our most precious national treasures! Students decipher clues relating to U.S and state history, geography, economy, and culture. Over 1500 clues encourage students to take notes, develop analytical skills and look up answers using Fodor's USA Travel Guide (included). Investigations may be saved and completed later. Outstanding graphics and animation make this a classroom favorite. The Teacher's Guide includes reproducible maps, database activities, and much more.

Apple Requires 128K.	
BRO-40455-AP 5.25" disk.	**$41.95**
BRO-41455L-AP Lab pack of 5.	**$109.95**
Apple IIGS Requires 1024K.	
BRO-40455-GS 3.5" disk	**$44.95**
BRO-41455L-GS Lab pack of 5.	**$119.95**
Macintosh Requires 512K.	
BRO-40455-MAC 3.5" disk.	**$44.95**
BRO-41455L-MAC Lab pack of 5.	**$119.95**

EASY SEARCH: THE FIFTY STATES

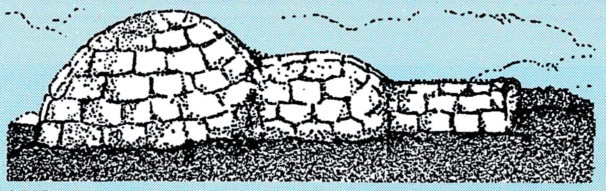
'91

Grades: 6 - 12

Students provide a geographical relocation service to "clients" looking for particular environments or opportunities in the U.S. Each scenario involves a true-to-life circumstance such as a physician wishing to relocate to a state with a warmer, drier, climate and fewer doctors. Students can perform research on any of the 50 states and have access to a wealth of information, including population density, economy, and racial make-up. Includes 1 Teacher's Lesson Planner and 1 student workbook. Requires 64K.

FM-6402B-AP 5.25" disk only, w/backup.	**$49.00**
FM-6402L-AP Lab pack of 12.	**$147.00**
FM-6402B-AP3 3.5" disk, w/backup.	**$49.00**
FM-6402L-AP3 Lab pack of 12.	**$147.00**

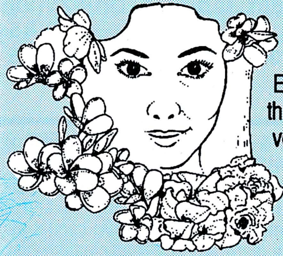
GEOGRAPHY VIDEOS



ALASKA

Meet the native Eskimos, Indians, and Aleuts of Alaska, a land of unimaginable beauty. Begin with a cruise through the Inside Passage, home to sea lions, whales, and thousands of birds. At Juneau, visit the Red Dog Saloon, where hordes of gold-seekers caroused in the 1880's. In Fairbanks, tour "Alaskaland" and take a spin on an old steam train and a stern-wheeler.

V71-608-VHS 50 minutes. **$29.95**



HAWAII

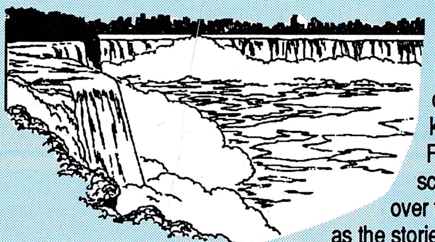
Enjoy the sights and sounds of Hawaii, as varied as the colors in a rainbow. Journey from a spewing volcano to sun-drenched beaches and pineapple harvesting. Hear ancient chants and experience the aloha spirit throughout this island paradise.

V71-701-VHS 30 minutes. **$29.95**

GHOST TOWNS

Blaze a trail across the West and explore the remnants of once-thriving cities left to die after the gold mines played out - places like Bedbug, Freezeout, Total Wreck, and Lump City. Discover a patchwork of boom and bust towns, both famous and forgotten, and relive a piece of history that shaped our American past.

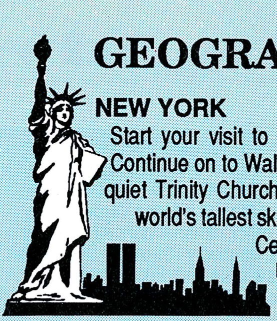
V71-701-VHS 31 minutes. **$29.95**



NIAGARA FALLS

Indulge in the majestic views of North America's best known scenic marvel, Niagara Falls. The history of the many schemes for surviving a trip over the falls is recounted as well as the stories of some of the accidental but miraculous descents. Witness the escapades of those who have selected Niagara as the mystical setting for some of the most spectacular high-wire walking feats ever performed.

V71-750-VHS 25 minutes **$29.95**



NEW YORK City of Cities

Start your visit to New York with the majestic Statue of Liberty. Continue on to Wall Street, seat of the stock exchange and visit the quiet Trinity Church. Jostle through the garment district, view the world's tallest skyscrapers, and take a tour of NBC. Ride through Central Park in a horse-drawn carriage, then visit the United Nations. Enjoy the atmosphere of Chinatown, Greenwich Village, Little Italy and SoHo. Multiple award winner.

V71-604-VHS 50 minutes. **$29.95**

SAN FRANCISCO

The Golden Gateway

Visit San Francisco and see the world! Explore exotic Chinatown, take in the Japan Festival, and dine at an Italian ristorante in North Beach. Ride a cable car, shop at Union Square, and inspect Victorian houses. Gaze below at the sights and hills from a helicopter's exhilarating vantage point. Marvel at the majestic Golden Gate Bridge and watch the sun set gloriously in the West.

V71-602-VHS 55 minutes. **$29.95**

LOS ANGELES

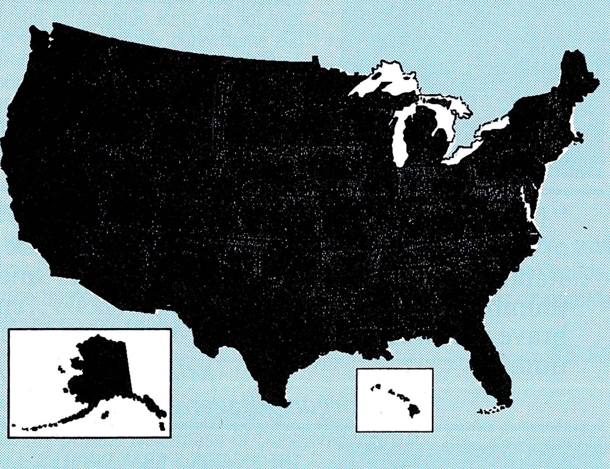
Discover L.A.'s earliest beginnings at Mission San Gabriel and the busy marketplace on Olvera Street. Experience the renaissance of downtown L.A. at the Music Center and Museum of Contemporary Art. Say hello to Hollywood and all its glitter! Tour Universal and NBC studios. Revel in the opulence of Beverly Hills' mansions and Rodeo Drive shops. Marvel at Howard Hughes' Spruce Goose, board the Queen Mary and relax on the sunswept beaches of Malibu and Venice.

V71-705-VHS 55 minutes **$29.95**

CHICAGO One Magnificent City

Explore the treasures of the renowned Chicago Art Institute, the Field Museum of Natural History, and the spectacular coral reef at Shedd Aquarium. Discover the grandeur of Miracle Mile, a stylish boulevard of prestigious stores and architectural marvels. Experience the vibrance of Chicago's multi-cultural neighborhoods, and enjoy a Puerto Rican parade, an African-American fashion show, and a rousing Irish festival. Spend a night on the town and feel the passionate beat of the Chicago blues.

V71-755-VHS 55 minutes. **$29.95**



STATES VIDEOS

Gr: 5 -12

How much do you know about your country outside of your own neighborhood? These videos will help the viewer learn where each state is located, its borders, the different economies, population, the capital of each state, size and area of each state, climate, and geographic points of interest.

THE SOUTHERN UNITED STATES

Tennessee, North Carolina, Georgia, Florida, South Carolina, Alabama, Arkansas, Mississippi, Louisiana, Virginia, Oklahoma, and Texas.

V69-1VHS 30 minutes. **$29.95**

V69-1WB Student/Teachers Guide. **$6.95**

THE NORTH CENTRAL UNITED STATES

Ohio, Kentucky, Michigan, Iowa, Wisconsin, Indiana, Illinois, Missouri, Minnesota, North Dakota, Nebraska, Kansas, South Dakota

V69-2VHS 30 minutes. **$29.95**

V69-2WB Student/Teacher Guide. **$6.95**

THE WESTERN UNITED STATES

Montana, Wyoming, Colorado, New Mexico, Arizona, Utah, Nevada, California, Oregon, Idaho, Washington, Alaska, Hawaii.

V69-3VHS 30 minutes. **$29.95**

V69-3WB Student/Teacher Guide. **$6.95**

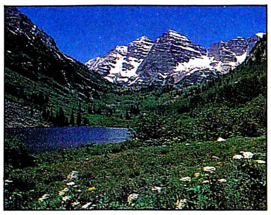
THE NORTHEASTERN UNITED STATES

Maine, New Hampshire, Vermont, Massachusetts, Connecticut, Rhode Island, New York, Pennsylvania, New Jersey, Maryland, Delaware, W. Virginia, Washington, D.C.

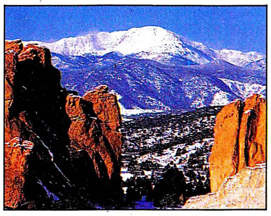
V69-4VHS 30 minutes. **$29.95**

V69-4WB **$6.95**

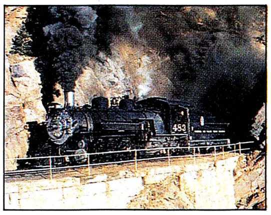
American Adventure Videos



EXPLORE COLORADO. Capture the breathtaking scenery and pioneer spirit of Colorado, including her natural wonders, mining towns, scenic railroads and historic sites. Visit Mesa Verde, Rocky Mountain and six other national park sites; drive the Million Dollar Highway through Durango, Silverton and Ouray; plus visit Pikes Peak, Colorado Springs, Royal Gorge and much more. **60 min.**



PIKES PEAK COUNTRY, with COLORADO SPRINGS. Colorado's premiere vacationland! Explore the area's scenic wonders and visit over 40 of its finest attractions, including museums, historic sites and rustic towns where the pioneer spirit of true-to-life legends like Buffalo Bill live on. See Garden of the Gods, Pikes Peak, Royal Gorge, the Air Force Academy and more. **50 min.**

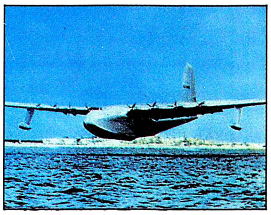


COLORADO'S NARROW GAUGE RAILROADS. Hear the old steam engines chug and whistles blow as you ride some of the world's most spectacular railroads and learn of narrow gauge railroading's colorful past. Experience trips aboard four famous narrow gauge lines — Durango & Silverton, Cumbres & Toltec, Cripple Creek & Victor, and Georgetown Loop. Also see "steam-ups" at the Colorado Train Museum. **55 min.**

Explore Colorado	**V02-V67-VHS**	**$29.95**
Pikes Peak Country	**V02-V52-VHS**	**$29.95**
Colorado's Nar. Gauge Railroads	**V02-V51-VHS**	**$29.95**
Discover California	**V02-V34-VHS**	**$29.95**
Spruce Goose/Queen Mary	**V02-V12-VHS**	**$29.95**
Knott's Berry Farm	**V02-V74-VHS**	**$29.95**

DISCOVER CALIFORNIA. Discover this state of unsurpassed beauty, of dynamic cities and cultural wealth. From the fabulous coastline to the towering Sierras; from the sun-drenched cities and deserts, to the inspiring scenery of Yosemite, Sequoia, Kings Canyon and the Redwoods — you will discover California like never before. Includes almost every major tourist and scenic attraction. **60 min.**

SOUTHERN CALIFORNIA. Finally, a video that captures the excitement, glamour and scenic beauty of Southern California. From San Diego to Santa Barbara including L.A. and Hollywood, this stimulating film whisks you to the most exciting scenic, cultural, and tourist attractions in the Southland. Plus fascinating early history of the area. **30 min.**



SPRUCE GOOSE & RMS QUEEN MARY. A must for aviation and maritime buffs! Experience a complete tour of these two marvels of engineering and learn of their fascinating history. Each tour includes areas not seen by the public and historic footage of their career highlights. Includes the brilliant aviation career of Howard Hughes and his struggle to build the Spruce Goose. **53 min.**

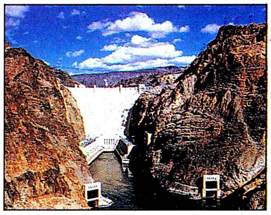
KNOTT'S BERRY FARM, CALIFORNIA. There's a new brand of fun and excitement at Knott's Berry Farm and Ghost Town in Buena Park! This is where the Old West meets the 20th century — head on! Ride a steam locomotive, a stage coach, or a thrill ride like the Boomerang. Enjoy the romping fun of Camp Snoopy or watch a western stunt show. Great family fun. **38 min.**

TOURING THE SOUTHWEST'S GRAND CIRCLE. Embark on a 1,400-mile journey to the *Grand Circle*, a spectacular region encompassing parts of Arizona, Utah and Colorado. This route connects seven national parks — Grand Canyon, Zion, Bryce, Canyonlands, Capitol Reef, Arches and Mesa Verde — with numerous national monuments, state parks, and historic sites. **60 min.**

Southwest's Grand Circle	**V02-V117-VHS**	**$29.95**
Las Vegas	**V02-V23-VHS**	**$29.95**
Construction of Hoover Dam	**V02-V22-VHS**	**$29.95**
Red Rock Canyon	**V02-V150-VHS**	**$29.95**
Senic Seattle	**V02-V76-VHS**	**$29.95**
The Friendly Gray Whales	**V02-V134-VHS**	**$29.95**

MINT
Coin Castle

LAS VEGAS & THE ENCHANTED DESERT. The most up-to-date video available on the hottest travel destination in the country — an exciting oasis of extravagance, entertainment and fun. Besides a complete tour of the fun capital of the world, you'll learn the City's fascinating history and visit nearby attractions, including Hoover Dam-Lake Mead, Valley of Fire, Red Rock Canyon, Old Nevada, and more! **45 min.**
Replaces existing Las Vegas video.



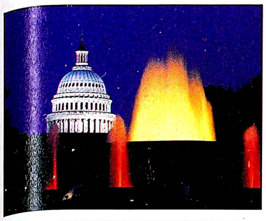
CONSTRUCTION OF HOOVER DAM. A fascinating return to a by-gone era! In this classic documentary (vintage 1936, B & W), you will witness Hoover Dam's construction and relive the almost insurmountable problems faced by the engineers and builders of mighty Hoover Dam. **35 min.**

RED ROCK CANYON, NEVADA. Only minutes from glittering Las Vegas, Red Rock Canyon is a scenic and geological fantasyland — an adventure in nature for those who take time to explore its secrets! From magnificent herds of desert bighorn to the threatened desert tortoise, you'll learn about the park's plant and animal life as well as man's fascinating history here. **30 min.**

SCENIC SEATTLE. Seattle blends city life with a love for the great outdoors! A bustling metropolis entertwined with lakes, rivers and streams. Tour Seattle's scenic, historical and cultural attractions, as well as the beautiful surrounding area. Visit the Space Needle, Science Center, boat canals, the Waterfront, Snoqualmie Falls, Mt. Rainier, and more. **30 min.**

> "I am shocked! I expected the normal blah tapes of places to go. Finley-Holiday tapes are outstanding and are worthy of four stars and two thumbs up! They're that good, folks!...enter a brave new world via the Finley-Holiday tape collection."
>
> *Midwest News Service*
> *Morgan Fitzgerald, Video Reviewer*

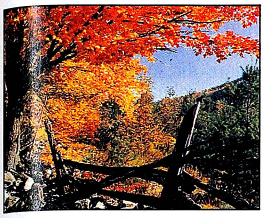
THE FRIENDLY GRAY WHALES. Take a journey to the tranquility of Mexico's lagoons and encounter these friendly whales. Witness and learn about their fascinating behavior through spectacular photography, including rare scenes of underwater behavior. Also discover the pristine beauty of the islands off the west coast of Baja, Mexico and their unique wildlife. **30 min.**



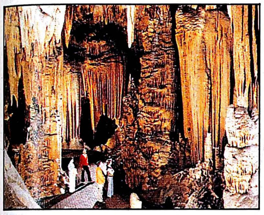
WASHINGTON D.C. In this inspiring tour, you will explore Washington's rich heritage, magnificent architecture, historic treasures, and honored memorials and monuments. Tour inside the Smithsonian Museums and the Library of Congress. Visit the White House, the Capitol, the Lincoln and Vietnam Memorials, and much more. One of the most impressive cultural centers on Earth. **50 min.**

Washington, D.C. "Watching this program reinstilled the American sense of patriotism in me. The pacing and original music are excellent — highly recommended."

Librarian's Video Review

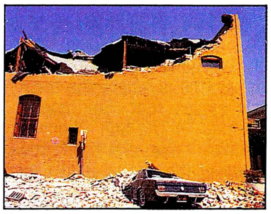


SHENANDOAH VALLEY OF THE VIRGINIAS. Discover why 200-mile-long Shenandoah Valley is known as the crowning glory of the Virginias. Steeped in American history, the towns and historic sites here still reflect Virginia's pioneer heritage. Explore its majestic Blue Ridge Mountains, its glorious autumn pageantry and beautiful country scenery. **42 min.**

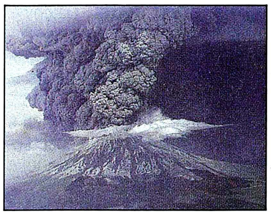


LURAY CAVERNS. Discover the beauty of Luray Caverns in Virginia, the largest and most popular caverns in eastern America. Featuring the photography of Russ Finley, this program lets you enjoy Luray's fascinating features and learn how the caverns were formed. Plus, enjoy an autumn excursion to Luray's neighboring attraction — Shenandoah National Park. **30 min.**

FLORIDA! AMERICA'S VACATIONLAND. From St. Augustine to the Florida Keys, from the Everglades to the Gulf Islands, enjoy Florida's natural splendor, unique wildlife, rich history and many exciting attractions. Experience the technology of Kennedy Space Center, then wander through centuries-old Castillo de San Marcos. See alligators, manatees, scuba diving, gorgeous beaches and more! **60 min.**



EARTHQUAKE! DISASTER IN L.A. This authoritative video program lets you experience first-hand the devastation of a major quake, including actual footage taken DURING the 1987 Whittier Quake. Cal Tech seismologist discusses the effects of a larger future quake in Southern California, and the American Red Cross discusses earthquake preparedness. A must for California residents and other high priority earthquake areas! **53 min.**



ERUPTION OF MT. ST. HELENS. Witness the explosive eruption of Mt. St. Helens and its devastating aftermath as photographed by men who narrowly escaped the Mountain's wrath. Enter the devastated area only hours after the eruption and witness the incredible destruction. Includes the only photographic sequence ever taken of the instant a volcano blasted itself apart. **30 min.**

"Your films have helped make my travelogue on the United States interesting and educational. Many of the patients I teach are unable to travel or even leave their wheelchairs and your films have enabled them to take a happy journey to places they once knew."

Birgitta H. Stone
Adult Education Teacher for Senior Citizens

KING ARTHUR & HIS COUNTRY — SOUTHERN ENGLAND. Return to centuries past and to the true-to-life legend of King Arthur. Learn the story of King Arthur and explore his kingdom — Southern England — as it is today, visiting the very places where he lived and ruled. Includes outstanding views of Tintagel, Cadbury, Slaughter Bridge, Glastonbury Abbey and more. **25 min.**

ISRAEL — THIS LAND IS YOURS! Explore Israel as it is today and its fascinating peoples and historic sites dating back thousands of years. This is a land holy to Muslim, Christian, and Jew. Visit sites at Masada, Nazareth, Galilee, Jerusalem and more. **28 min.**

Washington D.C.	**V02-V40-VHS**	**$29.95**
Shenandoa Valley	**V02-V122-VHS**	**$29.95**
Luray Caverns	**V02-V91-VHS**	**$29.95**
Florida! America's Vacationland	**V02-V79-VHS**	**$29.95**
Earthquake! Disaster In L.A.	**V01-V105-VHS**	**$29.95**
Eruption of Mt. St. Helens	**V02-V19-VHS**	**$29.95**
King Arthur & His Country	**V02-V39-VHS**	**$29.95**
Isreal-this Land is Yours	**V02-V46-VHS**	**$29.95**

BIG BEND NATIONAL PARK, TEXAS

Explore the remote beauty of Big Bend's rugged Chisos Mountains, vast Chihuahuan Desert wilderness, and river-carved canyons along the Rio Grande. Discover the tremendous variety of wildlife and plant communitites, the park's spectacular hiking trails and its incredible geology.

V02-V65-VHS 30 minutes. **$29.95**

DENALI WILDERNESS, ALASKA

Set amidst the pristine wilderness of DenaliNational Park, this award-winning program lets you join moose, wolves, grizzly bears, and caribou in a four-season struggle for survival. Outstanding photography of an incredible landscape. Dramatic life-or-death sequences as predators and prey struggle for survival.

V02-V17-VHS 30 minutes. **$29.95**

EVERGLADES NATIONAL PARK

Everglades is America's most threatened national park. Learn of its fragile ecosystem and fascinating plant and wildlife communities. See alligators, anhingas, wood storks, and even a glimpse of the rare Florida Panther. Also visit Southern Florida's lesser-known national park areas - Biscayne, Big Cypress and Fort Jefferson.

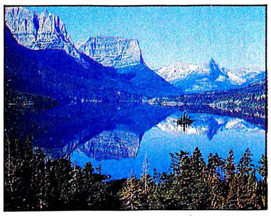
V02-V83-VHS 56 minutes. **$29.95**

CARLSBAD CAVERNS & GUADALUPE MOUNTAINS NATIONAL PARKS

The best cavern video available! Tour the Caverns and learn how caves are formed. Detailed closeups of formations, bat flight, Lanternlight Tour and more.

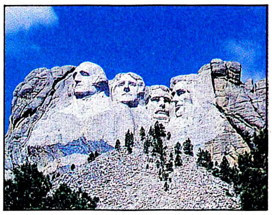
V02-V27-VHS 53 minutes. **$29.95**

National Park Videos



GLACIER NATIONAL PARK, MONTANA. This is a land of majestic mountains and deep, blue lakes; a land of sweeping panoramas and glacier-carved valleys. This is where the grizzly bear roam and bald eagles soar. See magnificent places like Going-To-The-Sun Highway, Grinnel Glacier, St. Mary Lake, and the Garden Wall. Includes scenes of the annual Bald Eagle migration. **30 min.**

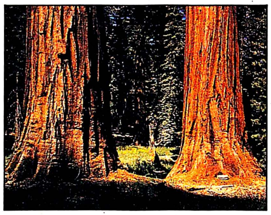
ROCKY MOUNTAIN NATIONAL PARK. Discover the Crown Jewel of Colorado — a land of towering peaks, where fully one-third of the park is above the tree-line. The variety of landscapes is stunning — glacier-carved canyons, vast forests and arctic tundra. See some of North America's most splendid mountain lakes and drive spectacular Trail Ridge Road — the highest continuous highway in the U.S. # **30 min.**



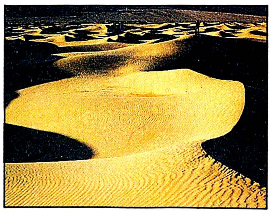
MT. RUSHMORE AND THE BLACK HILLS OF SO. DAKOTA. Come explore Mt. Rushmore and the surrounding Black Hills with all its unique natural wonders and Old West heritage. This was the stomping grounds of Wild Bill Hickock, Calamity Jane and others. See the Badlands, Custer State Park, Wind Cave and more. Plus, learn the inspiring Rushmore story. Russ Finley photography. **30 min.**

OLYMPIC NAT'L PARK: WILDERNESS HERITAGE. Experience the essence of Olympic National Park: glacier-carved mountains, rugged Pacific coast and lush rain forest — plus discover close-up the native plant and animal life which reside here. Part nature film, part scenic tour, this unique program lets you visit all of the Park highlights. Olympic — the jewel of the Northwest! **30 min.**

YOSEMITE — SEASONS & SPLENDOR. Finally, a video program equal to the splendor of Yosemite! Season by season, see unsurpassed scenic beauty and learn of Yosemite's fascinating geological and natural wonders. Feel the most of its 3,000-foot waterfalls, sense the awe as you gaze out from towering overlooks with panoramic views of the Sierras. **40 min.**



GIANT SEQUOIAS. Largest of all living things! Learn about these amazing trees and their relationships with other forest inhabitants. In this excellent nature-oriented program, you will experience the splendor of the Giant Sequoia groves found in Sequoia and Yosemite National Park. Produced by the NPS. **30 min.**

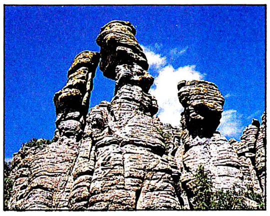


DEATH VALLEY — LIFE AGAINST THE LAND. An ALL NEW, broadcast-quality video featuring the stunning cinematography of Russ Finley. Experience a rugged beauty found in few other places on Earth: a geological treasure chest, a land of contrasts, a place of discovery — not a hell-on-Earth as so many expect. See spring wildflowers, winter snowstorms, wind-blown sand dunes, sculpted canyons, ghost towns, Scotty's Castle and much more. **42 min.**

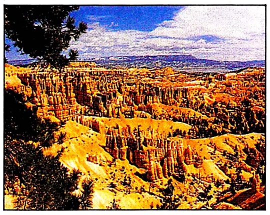
Glacier Nat. Park	**V02-V60-VHS**	**$29.95**
Rocky Mtn. Nat. Park	**V02-V86-VHS**	**$29.95**
Mount Rushmore	**V02-V58-VHS**	**$29.95**
Olympic Nat'l Park	**V02-V112-VHS**	**$29.95**
Yosemite	**V02-V18-VHS**	**$29.95**
Giant Sequoias	**V02-V43-VHS**	**$29.95**
Death Valley	**V02-V25-VHS**	**$29.95**

GRAND CANYON & PETRIFIED FOREST. Capture the Grand Canyon experience. Spectacular vistas, summer thunderstorms, raft and mule expeditions, and the ever changing moods of the Canyon walls. Plus, visit Petrified Forest National Park — Arizona's prehistoric wonder. Learn of a once-lush tropical jungle where dinosaurs roamed. Includes the Painted Desert. **45 min.**

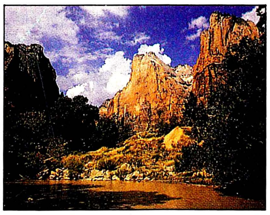
SECRETS OF THE SONORAN DESERT featuring Organ Pipe Cactus and Saguaro National Monuments. This fascinating nature program captures the essence of one of America's last frontiers — an amazing wilderness that we have only recently begun to understand. No other desert in the world encompasses such an incredible diversity of plant and animal life. **30 min.**



THE UNSEEN WORLD OF CHIRICAHUA. Through the fascinating nature photography of Robert Fultz, you will explore the scenic beauty and natural history of Chiricahua National Monument in Arizona. Learn how the plants and animals have learned to adapt to this evolving geological fantasyland and depend upon each other to survive. **30 min.**

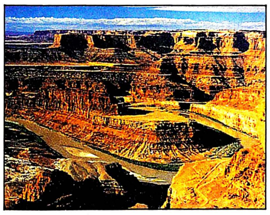


BRYCE, ZION & GRAND CANYON'S NORTH RIM. An ALL-NEW, broadcast quality video exploring the fascinating scenery and wildlife of these three treasured national parks. Featuring superb cinematography by Russ Finley and using computer animation to illustrate the area's unique geology, this beautiful program is one of our best. Highly recommended. **45 min.**

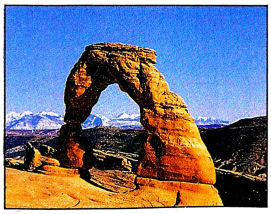


ZION NATIONAL PARK: TOWERS OF STONE. In this beautifully filmed video, discover Zion's massive sandstone towers, river-carved canyons, fascinating geology, wildlife and more. From a sudden summer thunderstorm to tranquil autumn moods, you'll enjoy the peaceful serenity of Zion. One of our best National Park Series videos! Highly recommended. **30 min.**

G. Canyon & Petrified Forest	**V02-V20-VHS**	**$29.95**
Secrets of the Sonoran Desert	**V02-V113-VHS**	**$29.95**
The Unseen World of Chiricahua	**V02-V73-VHS**	**$29.95**
Bryce, Zion & G. Canyon's N. Rim	**V02-V16-VHS**	**$29.95**
Zion National Park	**V02-V125-VHS**	**$29.95**
Heart of the Canyon Country	**V02-V130-VHS**	**$29.95**
Arches National Park	**V02-V129-VHS**	**$29.95**



HEART OF THE CANYON COUNTRY: Canyonlands, Capitol Reef and Natural Bridges. Discover one of the best-kept secrets in North America as we explore three national park areas in the heart of Utah's Canyon Country. From wild river canyons to pre-historic Indian rock art, you'll see some of the most geologically fascinating scenery in the world. **45 min.**



ARCHES NATIONAL PARK. No other place on Earth contains such a vast number of natural arches and stunning rock forms. Explore the best of Arches and learn of its fascinating geologic history and how these amazing formations came to be. State-of-the-art quality and computer graphics make this a visually stunning program. Highly recommended. **30 min.**

CIVIL WAR GENERALS

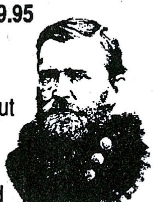
Grades: 8 - Up

These videos expand on the personalities, backgrounds, and distinctive traits of these military generals who have become legends of warfare. Discover how they came to achieve their status, and learn some of their less than legendary traits. Wonderfully accompanied by the music of two-time Grammy Award winner Jon Carroll.

ROBERT E. LEE

From his birth in the Virginia aristocracy, to the fiery battlefields of the Civil War, to his presidency of an emerging southern university, this compelling documentary chronicles the remarkable triumphs and dramatic defeats of the Confederate general.

V66-09-VHS 30 minutes. **$29.95**



ULYSSES S. GRANT

Ulysses S. Grant, who started as Hirum Ulysses Grant but changed his name so that his initials wouldn't spell "HUG", was a one-time store clerk who became commander of the Civil War's victorious union armies, and 18th President of the United States. This documentary traces Grant's life, from his birth in rural Ohio to his troubled tenure as President. Historians unlock Grant's distinctive temperament, his remarkable military ingenuity, and his peacetime woes.

V66-12-VHS 30 minutes. **$29.95**

STONEWALL JACKSON

From his orphaned youth in the Appalachian Mountains to his daring exploits on Civil War battlefields, this powerful documentary presents the life and times of one of America's most brilliant - and eccentric - military leaders.

V66-11-VHS 30 minutes. **$29.95**

IRONCLADS: THE MONITOR & THE MERRIMAC

Grades: 6 - 12

The story of the two astonishing vessels that fought the most memorable naval battle of the Civil War, and revolutionized maritime warfare. Noted experts discuss how the two distinctive ships came to be built and how they influenced later fighting craft. The designs of the revolutionary ships are explained using original blueprints, a sample of protective armor from the Merrimac, and the actual builder's model used in the construction of the Monitor. A comprehensive collection of period prints, etchings, photographs, and paintings recreates the first battle between iron ships. The half-hour program concludes with dramatic undersea images of the Monitor, now resting on the floor of the Atlantic Ocean.

V50-945716-01VHS 30 minutes. **$49.95**

THE CIVIL WAR

Grades: 8 - 12

Students can gain a new perspective about our history. The North team army's goal is to preserve the Union. The South team's goal is to be acknowledged as independent. Requires 64K.

H-3711B-AP 5.25" disk w/backup. **$55.95**

H-3711B-AP3 3.5" disk w/backup. **$55.95**

GETTYSBURG: THE TURNING POINT

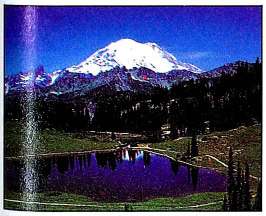
1986 Game of the Year

Grades: 9 - Adult

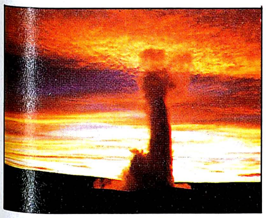
This simulation is the most detailed and realistic computer simulation of this decisive battle ever made. Using a refined version of the critically acclaimed system first seen in *Battle of Antietam, Gettysburg: The Turning Point* recreates the three day battle in 42 turns. The way the real battle fed upon itself and grew from a skirmish into a full-blown war is accurately portrayed. This is an exciting game of a meeting engagement, where few units confront one another, then more and more troops are thrown in on both sides until two full armies are embroiled in deadly conflict. For one or two players. Requires 64K.

NSP-2133-AP 5.25" disk only. .... **was ~~$59.95~~. . . . . . . .1993 SPECIAL $44.95**

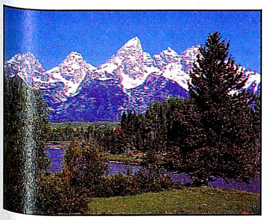
NATIONAL PARK & MONUMENT SERIES



AMERICA'S WESTERN NATIONAL PARKS. From the Sierra Nevada of California to the Badlands of South Dakota, from the depths of the Grand Canyon to the peaks of the Olympic Mountains, explore the very best of over 40 national parks and monuments in a way you never imagined. From panoramic over-views to intimate details of native wildlife, this is the essence of America's Western National Parks. **60 min.**



THE COMPLETE YELLOWSTONE. Captured in broadcast quality, this is the video by which all future national park videos will be judged. Discover the sights and sounds of America's most magnificent wilderness and its inspiring wildlife with this stunning four-season tour. Spectacular geyser eruptions, towering falls, elk, moose, bison, bighorn, grizzly bear and more! Superb Russ Finley photography. **60 min.**



GRAND TETON NATIONAL PARK. Set in Wyoming's Grand Teton National Park, this nature-oriented video program lets you explore the Park's incredible wildlife and breathtaking landscapes from a wholly natural perspective. No roads, no cars — just the fantastic wilderness and wildlife for which the park is noted. See moose, elk, buffalo, bear, marmot, and more. Russ Finley cinematography. **30 min.**

YELLOWSTONE-TETON WILDLIFE. Filmed entirely amid the breathtaking scenery of Yellowstone and Grand Teton National Parks by Russ Finley, this broadcast-quality wildlife program will take you on a four-season journey with the animals. From grizzly bear to trumpeter swans, from the fall elk rut to winter survival, see over 30 species, learning about their behavior and habitats. **42 min.**

> "Just because Holiday makes "travel" tapes doesn't mean its videocassettes on national parks, etc., are any less artfully done or any less watchable than PBS and National Geographic documentaries...Like the park itself, *The Complete Yellowstone* is a scenic wonder."
>
> *Los Angeles Times*

YELLOWSTONE AFLAME. This exciting program lets you see Yellowstone before, during and after the Great Yellowstone Fires and learn the complete fire story. Experience the raging firestorms with incredible footage taken by people who risked their lives to film it. Learn the causes and conditions that set the stage as well as the positive ecological role of the fires. **30 min.**

Native American Videos

Stories of American Indian Culture

Narrated by Will Rogers Jr. and based on the best selling Byrd Baylor Books, these award winning videos promote such values as freedom, respect, nature, and exploring different cultures.

THE WAY TO START A DAY
Gr: 1 - 7
Travel around the world as computer animation brings to life the dazzling illustrations of Peter Parnall.
V75-220-VHS 12 minutes. **$19.95**

THE OTHER WAY TO LISTEN
Gr: 2 - 8
The desert reveals the amazing 'sounds' of nature to an eight year old boy in this live-action video.
V75-222-VHS 20 minutes. **$19.95**

HAWK I'M YOUR BROTHER
Gr: 2 - 8
A young boy discovers the real secret of flying in this live-action video.
V75-221-VHS 25 minutes. **$19.95**

NEZ PERCE: Portrait of a People
Gr: 5 - 12
The Nez Perce, who call themselves "Children of the Coyote," are presented in this dramatic live-action color video. Their first encounter with white men was the Lewis and Clark Expedition in Washingtion, Oregon, and Idaho. A series of treaties resulted in the loss of much of their historic territory. A view of contemporary tribal life is also included.
V77-101-VHS 23 minutes. **$59.95**

I WILL FIGHT NO MORE FOREVER
Gr: 5 -12
The leadership role of Chief Joseph is chronicled as is the war between the Nez Perce and the U.S. Army and its underlying causes.
V77-102-VHS 10 minutes. **$59.95**

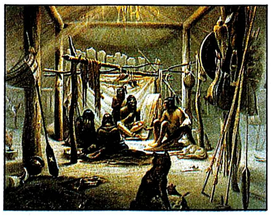
SIOUX LEGENDS
Gr: 8 - 12
Some of the legends as well as the philosophy and religion of the Sioux are presented in this dramatic program. Filmed in the Black Hills and Badlands of South Dakota with native Sioux as actors, the legends reveal Sioux identification with the forces of nature.
V16-4084-VHS 20 minutes. **$59.00**

TAHTONKA
Gr: 8 - 12
A historic reenactment of the Plains Indians' culture, from the prehorse era to the time of the Wounded Knee massacre. The program strongly points up the dependence of the Native Americans upon the buffalo and the consequent desolation of the people in the face of decimation of the mighty herds.
V16-4435-VHS 30 minutes. **$59.00**

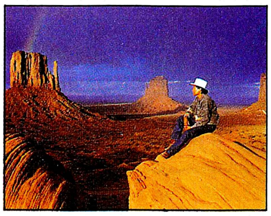
OUR NATIONAL HERITAGE SERIES

Videos for Grades 5 - 12

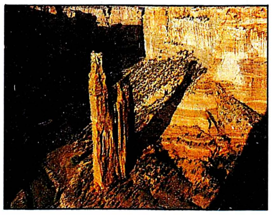
The Indian & His Homeland **V02-V119-VHS** **$29.95**
Monument Valley **V02-V140-VHS** **$29.95**
Canyon De Chelly **V02-V111-VHS** **$29.95**
Maria! **V02-V55-VHS** **$29.95**
Ancient Indian Cultures of N. Az **V02-V48-VHS** **$29.95**
Mesa Verde **V02-V148-VHS** **$29.95**



THE INDIAN & HIS HOMELAND: American Images, 1590-1876. Featuring the art of explorer-artists such as Catlin, Bodmer, Audubon and Moran, this program is a visual feast filled with vivid images of a way of life that is gone forever. This film explores the impact of European civilization on the New World — in particular. Its devastating effect on the lives and cultures of the American Indians and native wildlife.
30 min. Formerly Titled *Native Grace.*

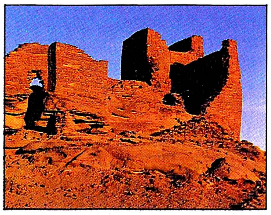


MONUMENT VALLEY: NAVAJO HOMELAND. Discover the majestic beauty of Monument Valley and the mystical bond between the Navajo and their homeland. This is a spectacular land of towering buttes and prehistoric ruins. Watch as Navajo men and women practice crafts and customs according to ancient traditions, including rug-weaving and a rarely-seen ceremony performed by a Medicine Man. **30 min.**



CANYON DE CHELLY & HUBBELL TRADING POST. Explore deep red-rock canyons, ancient Anasazi cliff dwellings and age-old Navajo tradition with visits to these two national park areas in New Mexico and Arizona. See Navajo craftsmen at work and learn of the Canyon's fascinating geology. **30 min.**

MARIA! INDIAN POTTERY OF SAN ILDEFONSO. In this award-winning National Park Service program, noted indian pottery maker Maria Martinez demonstrates the traditional indian ways of pottery making. Beginning with the spreading of sacred corn, you will see gathering and mixing of clay, construction and decorating of pottery and building of the firing mound. **27 min.**



ANCIENT INDIAN CULTURES OF NORTHERN ARIZONA. Explore the fascinating ruins of a mysterious prehistoric indian people while visiting five national monuments: Montezuma Castle, Wupatki, Tuzigoot, Walnut Canyon and Sunset Crater. Learn how the ancient indian civilizations of the Sinagua and Anasazi developed, survived and expired in this hostile environment.
30 min.

MESA VERDE. Dr. Robert H. Lister — Eminent southwestern archaeologist and anthropologist — gives an overview of ancient and early history in Mesa Verde and the surrounding area. Explore these world-famous cliff dwellings and study the ruins of the Anasazi, an ancient indian civilization that flourished for 1,000 years and then vanished forever. **60 min.**

BLACK AMERICANS

Critic's Choice

Grades: 7 - 8

This program can help students study and learn important facts. The content and point values can be modified, making this a favorite among educators. Can you tell us what black woman was buried with military honors? Who was the first person to ever win the Nobel Peace Prize? Who was said to be the "greatest singer in the world". Requires 48K.

H-1510B-AP 5.25" disk w/backup. **$49.95**
H-1510L-AP Lab pack of 5. .... **$89.95**
H-1510B-AP3 3.5" disk w/backup. **$49.95**
H-1510L-AP3 Lab pack of 5. .... **$89.95**

HISTORY MAKERS

NEW '92 RELEASE

Grades: 3 - 6

Students attempt to identify significant people of various ethnic backgrounds by asking them questions. Kids learn about these people's contributions to American History and culture and learn to place the achievements of minority peoples in proper historical context. Features an extensive database that includes a cross-section of African, Hispanic, Asian, and American Indian history makers. Provides equal representation of the genders. Requires 128K.

MEC-313 -AP 5.25" disk **$59.00**
MEC-313L-AP Lab pack of 5. .... **$149.00**
MEC-313 -AP3 3.5" disk **$59.00**
MEC-313L-AP3 Lab pack of 5. .... **$!49.00**

African-American Videos for Grades 7 - 12

MARTIN LUTHER KING AN AMAZING GRACE

The only black-produced documentary of Dr. Martin Luther King Jr's life. This video explores the roots of the black peace movement, from the 1955 Bus Boycott in Montgomery, AL to his stirring "I have a Dream" speech to his role in the famous walk from Selma to Montgomery.

V103-1505-VHS 60 minutes. **$19.95**

MALCOLM X
EL HAJJ MALIK EL SHABAZZ

This video traces Malcolm X's incredible odessy: from a Harlem Street hustler and self-defying prison inmate; to a Militant Muslim Convent; to a self-made World Leader who before his mysterious assasination in 1965 found himself at odds with the philosophies of his former Muslim colleagues.

V103-1504-VHS 60 minutes. **$24.95**

MEDGAR EVERS

The story of his leadership mobilizing the black populace in Jackson, MS against a largely bigoted, Klan-supported, change resistant white community.

V103-1509-VHS 90 minutes. **$24.95**

ADAM CLAYTON POWELL, JR.

This video autobiograpy of the congressman called "Mr. Civil Rights".

V103-1508-VHS 57 minutes. **$24.95**

BLACK HISTORY - LOST, STOLEN, OR STRAYED

Bill Cosby examines the downgrading of black historical achievements.

V103-1502-VHS 60 minutes. **$24.95**

GORDON PARK'S VISION

Photographer, Composer, Director and writer of "Shaft" and "The Learning Tree" - documentor of Vietnam, Civil Rights, and the Klan - more than a chronological video biography.

V103-1507-VHS 60 minutes. **$24.95**

FREDERICK DOUGLASS - AN AMERICAN LIFE

A re-enactment of the life of Frederick Douglass as revealed in docudrama flashbacks. He relives the past events of his life from slave to diplomat, his commitment to the rights of slaves and women, and the genesis of his newspaper the "North Star". His relationships with John Brown, Abraham Lincoln, and Harriet Tubman are touched upon.

V79-H113-VHS 31 minutes. **$29.95**

BOOKER T. WASHINGTON

This film traces the life of Booker T. Washington, with emphasis on his stewardship of Tuskegee institute. Historical recreations reveal the turning points on his educational and political career.

V79-H103-VHS 32 minutes. **$29.95**

GEORGE WASHINGTON CARVER

Grades: 6 - Adult

Born into slavery, and reared during reconstruction, George Washington Carver struggled through poor health, poverty, and prejudice...to become a great benefactor, not only to his people...but to his country as well. Carver is known in history books as the "peanut man". But his work as a creative scientist stretches far beyond that endeavor. Here is the story of Carver's life...a life that should not be forgotten, for it is full of hope, meaning and inspiration.

V05-06VHS 29 minutes. **$109.00**

FROM DREAMS TO REALITY

Narrated by Ossie Davis, this tribute to minority inventors touches upon many inventions that have contributed to American Science, technology, and medicine. a motivation for minority junior and senior high school students to select scientific and technical subjects as preparation for careers in science and technology.

V79-NV113-VHS 28 minutes. **$39.95**

THE BLACK ATHLETE

James E Michener traces the rise of blacks in professional sports and accompanying social, political, and economic issues.

V103-1511-VHS 66 minutes. **$24.95**

THE JESSE OWENS STORY

V103-1027-VHS 57 minutes. **$89.95**

JOE LOUIS STORY

The Heavyweight Champion's story including his battles with racism and Hitler's German Champion.

V103-1501-VHS 88 minutes. **$24.95**

THE JACKIE ROBINSON STORY

This video chronicles Jackie's ascent to the first Black, Major League Baseball Player.

V103-1503-VHS 76 minutes. **$24.95**

UNCLE TOM'S CABIN

Brutal, passionate indictment of American Slavery and racial hatred from the Pre-Civil War novel.

V103-X003-VHS 120 minutes. **$39.95**

HALF SLAVE HALF FREE: PART 1

Solomon Northrup's odyssey of his struggle to regain his freedom from slavery.

V103-1022-VHS 120 minutes. **$59.95**

HALF SLAVE HALF FREE: PART 2

The compelling true story of one young woman's determination to prove to President Lincoln that the black man is equal.

V103-1023-VHS 120 minutes. **$59.95**

THE SKY IS GRAY

This video of a short story, by the author of the autobiography of Miss Jane Pittman, details a young boy's discovery of what it's like to be black in Louisiana during the 1940's. The boy gains valuable insights into poverty, racism, and his own sense of pride on his first visit to town.

V103-33888-VHS 46 minutes. **$29.95**

AMOS A MAN

A 15 year old sharecropper's son in the 1930's thinks a gun can guarantee him respect. However, he loses his control and his first shot is a fatal shot - his young life is forever changed in this video short story.

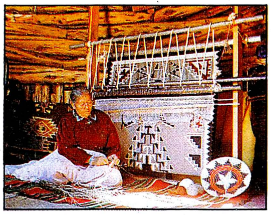
V103-30198-VHS 51 minutes. **$29.95**

D.P.

In this Emmy Award Winning video on the barren wasteland that is post WWII Germany, we become emotionally torn between a soldier's duty and his compassion. A lonely black orphan discovers the only other black he has ever seen and wistfully dubs him "papa".

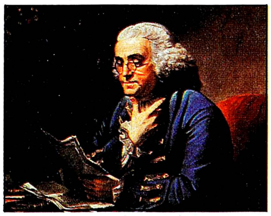
V103-31314-VHS 60 minutes. **$29.95**

American Heritage Videos

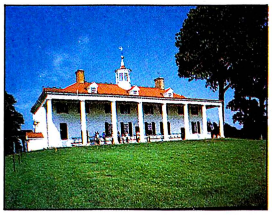


THE ART OF NAVAJO WEAVING. Explore the traditional art of Navajo weaving and its origins with visits to a contemporary Navajo weaving family. See how these beautiful artists create magnificent pieces of art that may take over a year to weave. In addition, you will see the Durango Collection, the most extensive private collection of Navajo weaving in the world. **56 min.**

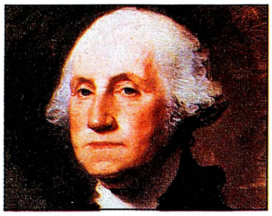
WHERE AMERICA BEGAN: JAMESTOWN, COLONIAL WILLIAMSBURG and YORKTOWN. Visit these historic sites and experience life in Colonial America 250 years ago — militia musters, fifes and drums, skilled craftsmen, authentic buildings and much more. In addition, you will explore the dramatic events that occured here, reliving some of the most important chapters in American history. **60 min.**



INDEPENDENCE: BIRTH OF A FREE NATION: Narrated by E. G. Marshall, this award-winning program recreates the dramatic events that led to the Declaration of Independence and the establishment of the United States Constitution. Ben Franklin, Thomas Jefferson, John Adams and George Washington tell of the historic events that took place in Philadelphia during the late 1700's. **28 min.**



MOUNT VERNON: HOME OF GEORGE WASHINGTON. This artfully-filmed program marks the first time that Mount Vernon has been filmed in its entirety, including its architecture and furnishings, its gardens, and the surrounding plantation. Textbooks describe the General and the President, but Mt. Vernon tells us about the man and life in 18th-century Virginia. A must for every school and library **30 min.**

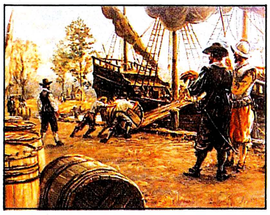


THE LIFE OF GEORGE WASHINGTON. This authoritative video tells the story of America's most revered hero. Hosted by Senator Bill Bradley, it recounts Washington's accomplished life from childhood to manhood, from surveyor of the frontier to leader of revolution and on to the Presidency. Illustrated through works of art from the renown Willard-Budd Collection at Mount Vernon. **32 min.**

The Art of Navajo Weaving	**V02-V107-VHS**	**$29.95**
Where America Began	**V02-V61-VHS**	**$29.95**
Independence: Birth/Free Nation	**V02-V62-VHS**	**$29.95**
Mount Vernon	**V02-V115-VHS**	**$29.95**
The Life of G. Washington	**V02-V136-VHS**	**$29.95**
To Keep Our Liberty	**V02-V133-VHS**	**$29.95**
A Few Men Well-Conducted	**V02-V75-VHS**	**$29.95**

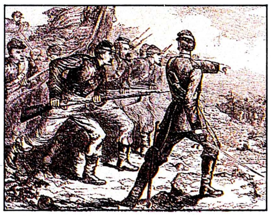
TO KEEP OUR LIBERTY: MINUTE MEN OF THE AMERICAN REVOLUTION. In the critical decade prior to the outbreak of the American Revolutionary War, many issues divided the American colonists and the government of Great Britain. Using actors and superb cinematography, this NPS-produced program explores these issues through the eyes of an American patriot. **35 min.**

A FEW MEN WELL-CONDUCTED: THE GEORGE ROGERS CLARK STORY. This is the story of George Rogers Clark and his courageous frontiersmen who fought on the Kentucky and Illinois frontier during the American Revolution. To help end British-inspired Indian attacks on Kentucky settlements, these brave men defied tremendous odds to capture Ford Sackville from the British in 1779. **23 min.**

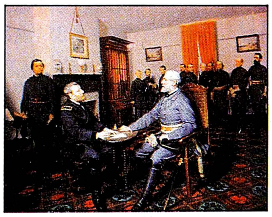


STRAWBERY BANKE: A NEW ENGLAND NEIGHBORHOOD. This video documents the evolution of an authentic waterfront neighborhood in Portsmouth, New Hampshire as it survived four centuries of social and economic change, depicting a history once common to nearly all New England coastal towns. First settled in 1630 by the English, this site is now an outdoor museum. **25 min.**

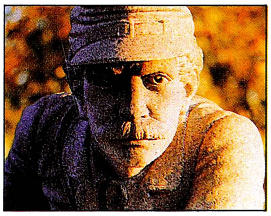
Strawberry Banke	**V02-V146-VHS**	**$29.95**
The Civil War	**V02-V44-VHS**	**$29.95**
Virginia's Civil War Parks	**V02-V90-VHS**	**$29.95**
Gettysburg Battlefield Tour	**V02-V96-VHS**	**$29.95**
Mr. Lincoln's Springfield	**V02-V57-VHS**	**$29.95**
The Atlanta Cyclorama	**V02-V87-VHS**	**$29.95**
Stones River Nat. Battlefield	**V02-V118-VHS**	**$29.95**



THE CIVIL WAR. This is the story of America's bloody battle between brothers, using authentic black and white photographs and battlefield engravings, this program describes the conflict from causes to conclusion. See the leaders involved — Lincoln, Lee, Grant and others. Depicts events at over 15 national military parks and battlefields. **30 min.**

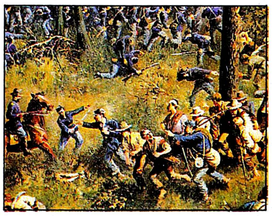


VIRGINIA'S CIVIL WAR PARKS. From the first major battle at Bull Run to the final surrender at Appomattox, Virginia was the arena where North and South fought many of their bloodiest battles. Tour the battlefields as they are today and relive the famous events that took place at each. Visit Manassas, Richmond, Fredericksburg, Chancellorsville, Wilderness-Spotsylvania, Petersburg and Appomattox. **56 min.**

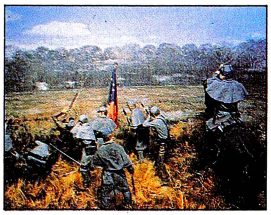


GETTYSBURG BATTLEFIELD TOUR. One of our best & most exciting American history programs! Relive the decisive battle of the Civil War with this inspiring video tour of the Battlefield as it is today. The Park's beautiful landscape and monuments come to life in this visually stimulating, historically accurate video. Superb music score! Photography by Russ Finley. **35 min.**

MR. LINCOLN'S SPRINGFIELD. Return to President Lincoln's cherished hometown and to the only home he ever owned. Through historic photographs and the reminiscences of an 1860's photographer, this program conveys a vivid impression of Mr. Lincoln's relationship with his family and fellow townspeople. Lincoln National Historic Site now encompasses 4 city blocks in Springfield, Ill. **30 min.**



THE ATLANTA CYCLORAMA: BATTLE OF ATLANTA. Relive the Battle of Atlanta with a visit to the world-famous Atlanta Cyclorama. See the entire Cyclorama show with great sound effects and narrative. You'll learn the complete story of this key Civil War battle, the events that led up to it and the story behind the restoration of the Cyclorama painting. **30 min.**



STONES RIVER NATIONAL BATTLEFIELD. This NPS-produced program explores the history, tactics and strategies of the Battle of Stones River, the Civil War's single bloodiest day of fighting in Tennessee. It also features living history demonstrations of firing artillery, the key arm in deciding the battle's outcome. **35 min.**

PRESIDENTS

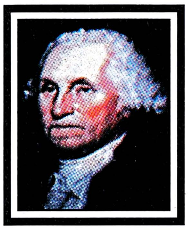
Grades: 6 - 7

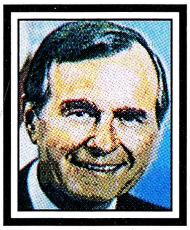
This program can help students study and learn important facts about the Presidents of the United States. The content and point values can be modified, making this program a favorite among educators. Which President did what to whom when? Your class can study all of the Presidents - or you can be selective by "deactivating" Presidents during certain times. Requires 64K.

H-1509B-AP 5.25" disk w/backup. **$49.95**
H-1509L-AP Lab pack of 5. .... **$89.95**
H-1509B-AP3 3.5" disk w/backup. **$49.95**
H-1509L-AP3 Lab pack of 5. .... **$89.95**

See the following for other software programs on presidents.

Research Assistant Series. .... page 149
Conversations w/Great Americans . . .. page 147
Time Tunnel . ... page 145





PRESIDENTS

From Washington to Bush, find out the lesser known facts of the fathers of our country. Differences in style and personality that define the man who held this powerful position. 1989

V47-219208-VHS 60 minutes. **$29.95**

FIRST LADIES

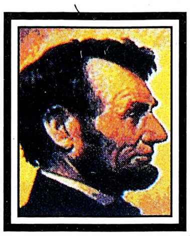
Produced by ABC News, this humorous and historical program examines the public and private lives of 45 first ladies. From the tender love story of Jon and Abigail Adams to Betty Ford's discussion about her alcoholism, *First Ladies* studies the women behind the presidents.

V47-MP1867-VHS 60 minutes. **$29.95**

INSIDE THE WHITE HOUSE

President George Bush and Barbara Bush are your guides for this intimate tour through the White House's historical hallways. This private video tour will take you inside Lincoln's "haunted" bedroom and the private second floor and into rooms never seen by most Americans.

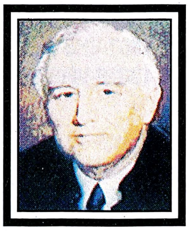
V47-MP1910-VHS 50 minutes. **$29.95**



ABE LINCOLN IN ILLINOIS

Raymond Massey won an Oscar for his legendary performance as Abraham Lincoln in this historical biography based on the Pulitzer Prize-Winning play by Robert Sherwood.

V47-THE2093-VHS 110 minutes. **$29.95**



SPEECHES OF FRANKLIN DELEANO ROOSEVELT

All of the beloved president's major speeches . Also includes some of his less well-known statements.

V47-242856-VHS 60 minutes. **$29.95**

GIVE 'EM HELL HARRY

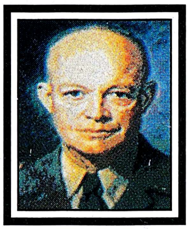
James Whitmore takes center stage as 33rd President Harry Truman in this film of his acclaimed stage show, in which Truman recounts the high points of his personal and political life.

V47-WV4005-VHS 102 minutes. **$29.95**

IN QUEST OF PEACE DWIGHT D. EISENHOWER

"In Quest of Peace" explores the life and spirit of a man the world knows as "Ike." From early days in Kansas at the turn of the century...to West Point...a stellar military career highlighted by his role as Supreme Allied commander of Europe during World War II...the two term president of the United States. His successes and weaknesses while being the president are discussed. A fascinating portrait. 1990 Release.

V05-1173-VHS 33 minutes. **$59.95**

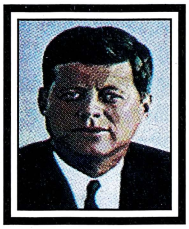


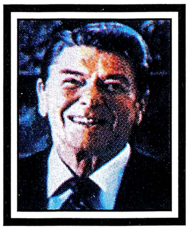
JOHN F KENNEDY: A CELEBRATION OF HIS LIFE & TIMES

A look at the life and times of our 35th president, the Kennedy clan and the mystique of "Camelot". See vintage photographs of JFK going off to Harvard and color home movies of his marriage to Jacqueline Bouvier in 1953. Follow the Kennedy march to the White House and watch the legendary Kennedy-Nixon TV debates. Relive the 1,000 days of wonder that were the Kennedy presidency. The final volume is an in-depth look at the events leading up to the November 22 tragedy, including an interview with avowed pro-Castro-sympathizer, Lee Harvey Oswald; the assassination in Dallas; the shocking aftermath as well as the impact of JFK's life on the American people and the world.

Volume I 1917 - 1956:
The Man Who Would Be President
V71-011VHS 1 hour. **$29.95**
Volume 2 1957 - 1961:
The Race For the White House
V71-012VHS 1 hour. **$29.95**

Volume 3 1961 - 1963:
The President and Legacy
V71-013VHS 1 hour. **$29.95**
Complete Set of 3 Volumes
V71- 010VHS 3 hours. **$79.95**





LBJ: A BIOGRAPHY

Through a vast collection of photographs, film, family movies, new footage and personal recollections, this engrossing documentary chronicles the life and times of Lyndon Johnson. From this relentless rise to power to his withdrawal from politics during the nightmare that was the Vietnam War. This video puts the Johnson years into perspective. Among the family and colleagues interviewed are wife Lady Bird, George Ball, Clark Clifford, John Connally and Andrew Young.

V47-PBS365-VHS 240 minutes. **$69.95**

RONALD REAGAN: AN AMERICAN PRESIDENT

Through two presidential terms, relive such events as the release of the American hostages in Tehran, the Challenger disaster, the 40th anniversary of D-day, the bombing of Libya, the invasion of Ganada, and much more. You will relive behind-the-scenes events and experience the Reagan mystique with such notables as James Baker, Mikhail Gorbachev, Oliver North and others.

V72-776-VHS 60 minu\tes. **$29.95**

THE CONSTITUTION OF THE UNITED STATES

Grades: 5 - 10

Philadelphia was the scene of the 1787 Constitutional convention. After months of debate, a constitution, presented by James Madison, was signed by the delegates. George Washington became the first president in 1789, and the Bill of Rights became the first 10 amendments in 1791.

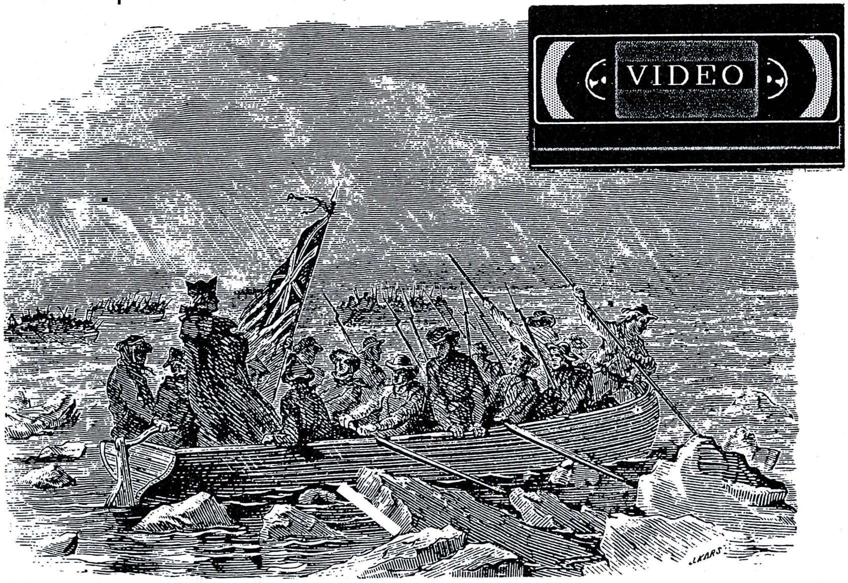
V16-1807-VHS **$79.95**
V16-1807S-VHS Span. version. **$79.95**

A NATION IN CRISIS

Grades: 6 - 9

During the Revolution, the Second Continental Congress was trying to establish a central government. The state legislatures finally approved the Articles of Confederation. but then refused to give power to congress. Shay's rebellion made the people realize that they had nothing. A Constitutional Convention was proposed to create a true constitution providing a strong federal government to save the new nation.

V16-1806-VHS 16 minutes. **$59.00**



FIGHTING FOR FREEDOM

Grades: 6 - 9

Washington and his army, unable to defend New York, retreated to Pennsylvania to spend a bitterly cold winter. When Washington crossed the Delaware River in 1776, and captured Trenton, Americans were given new confidence. The British then advanced into the south while Washington was fighting Cornwallis in Yorktown. He sent Nathanial Greene to split the British forces. The war was as good as won.

V16-1805-VHS 18 minutes. **$59.00**

TAXATION WITHOUT REPRESENTATION

Grades: 6 - 9

The Sugar and Stamp acts caused Colonial merchants to stop trading with Britain; Parliament repealed the Stamp Act. Charles Townshend formed the Townshend Acts and a Board of Customs Commissioners to collect taxes. The Massachusetts Assembly sent a letter of grievance to the Colonists. Parliament ordered it destroyed, but the assembly refused. Britain sent troops.

V16-1802-VHS 16 minutes. **$59.00**

OUR U.S FLAG

This video explore the history of "Old Glory" from 13 stars to 50. It is authentic and authoritative with original scenes shot in Valley Forge Nat. Park, Independence Hall and the Betsy Ross House in Philadelphia.

V06-01-VHS **$49.95**

PRELUDE TO REVOLUTION

Grades: 6 - 9

After the Boston Massacre, British troops withdrew and the Townshend Acts were repealed. But gradually the Customs Commissioners began to heavily tax Colonial shipping again. Angered, colonists burned a British ship, causing Britain to take an even firmer stand. The Tea Act was passed and the Boston Tea Party took place. In 1774 the first Continental Congress met in opposition to the Intolerable Acts.

V16-1803-VHS 17 minutes. **$59.00**

COLONIAL AMERICA IN THE 1760'S

Grades: 6 - 9

By 1760, the Colonists were happily established in young, growing America. But in 1763, George Grenville, new Chancellor of the Exchequer, found that running the colonies cost more than was collected from them and raised taxes on their trade. The colonists did not intend to pay more taxes without representation. Also available in Spanish.

V16-1801-VHS 17 minutes. **$59.00**

WASHINGTON'S FAREWELL

Grades: 6 - 12

The political and personal context in which Washington offered the enduring wisdom of his Farewell Address is presented. The domestic and international highlights reflected in the Address are reviewed. The program concludes with William Shatner's delivery of a concise version of the better known portions of this speech.

V16-4466-VHS 15 minutes. **$59.00**

PATRICK HENRY'S "LIBERTY OR DEATH"

Grades: 6 - 12

The historic events preceding the occasion of Patrick Henry's ring for independence are reviewed. The Boston Tea Party, the Quartering Act, the increasing division of the colonists into two camps, and the Boston Massacre are among the developments that are recreated. Host Barry Sullivan concludes the video with a forceful and impassioned delivery of the famous speech.

V16-4382-VHS 15 minutes. **$59.00**

VALLEY FORGE

Grades: 6 - 12

In spite of severe hunger and sickness, the Continental Army defended the cause of American independence with incredible dedication. The winter of 1777 was a bitter one, but in the spring, new recruits joined Washington at Valley Forge, bringing hope and supplies. Filmed at the actual historic site by the Pennsylvania Association of the Sons of the Revolution.

V16-4457-VHS 24 minutes. **$59.00**

WE HOLD THESE TRUTHS

Grades: 8 - 12

In a program that links America's past with its present, Thomas Jefferson and other founding fathers travel into the future to see how the "self-evident truths" of the Declaration of Independence have become part of the American way of life. They find challenges and turbulence and discover that in a country so abundantly blessed, liberty is taken for granted.

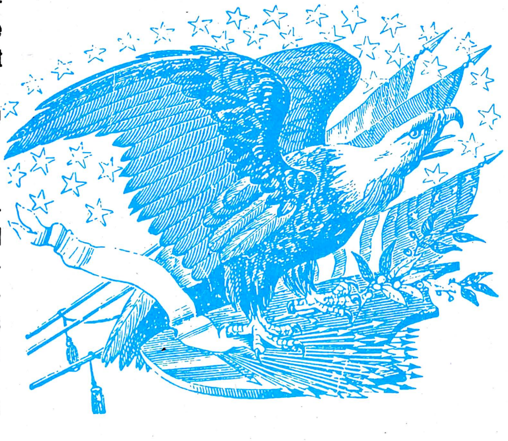
V16-4470-VHS 15 minutes. **$59.00**

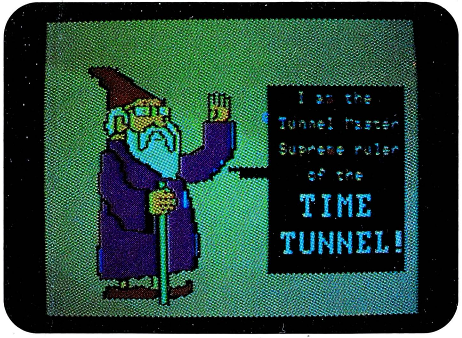
THE MEASURE OF AMERICA

Grades: 8 - 12

Providing an articulation of many of the most traditional and fundamental concepts of American social, economic, and political life, this program shows scenes of Americans at work and play. Familiar symbols of national pride and progress are covered, with voice-over opinions and feelings of working men and women as they consider the heritage - the colonists, leaders, and the foot soldiers - of the country's struggle for independence.

V16-9786-VHS 26.5 minutes. **$59.00**





I am the Tunnel Master Supreme ruler of the TIME TUNNEL!

THE TIME TUNNEL: AMERICA SERIES

Grades: 4 - 8

Series 1: Early America

The Age of Exploration: Famous explorers include: Leif Ericsson, Henry Hudson, Columbus, Verrazano, De Soto, and many others.

Birth of a Nation: Among the famous figures are William Penn, Benjamin Franklin, Samuel Adams, Patrick Henry, and Paul Revere.

Series 2: A Nation Emerges

Growth of a Nation: Famous Americans include: Clara Barton, Thomas Edison, Robert E Lee, Mark Twain, Harriet Tubman, and more.

The Twentieth Century: Neil Armstrong, Amelia Earhart, Helen Keller, Martin Luther King, Jesse Owens, and Jonas Salk and many more.

Series 3: The Presidents

The First Twenty Presidents

The Second Twenty Presidents

Each version contains: 1 Teacher's Lesson Planner, 1 double-sided disk. Requires 64K.

Series 1: Early America

FM-7051B-AP 5.25" disk w/backup. **$75.00**
FM-7051L-AP Lab pack of 12. .... **$225.00**
FM-7051B-AP3 3.5" disk w/backup. **$75.00**
FM-7051L-AP3 Lab pack of 12. .... **$225.00**

Series 2: A Nation Emerges

FM-7052B-AP 5.25" disk w/backup. **$75.00**
FM-7052L-AP Lab pack of 12. .... **$225.00**
FM-7052B-AP3 3.5" disk w/backup. **$75.00**
FM-7052L-AP3 Lab pack of 12. .... **$225.00**

Series 3: The Presidents

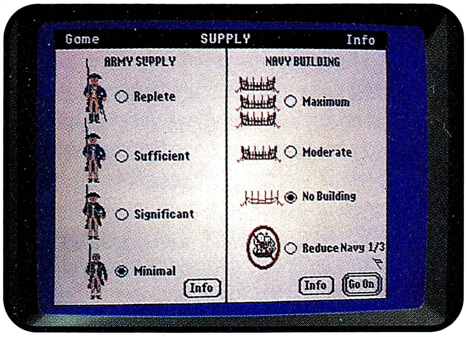
FM-7053B-AP 5.25" disk w/backup. **$75.00**
FM-7053L-AP Lab pack of 12. .... **$225.00**
FM-7053B-AP3 3.5" disk w/backup. **$75.00**
FM-7053L-AP3 Lab pack of 12. .... **$225.00**

VIDEO

THE WORLD OF FRANKLIN & JEFFERSON

The lives of Benjamin Franklin and Thomas Jefferson spanned 120 years and shaped the course of American History. Meeting for the first time at the Continental Congress, their combination of common sense and classic principle made the Declaration of Independence the finest example of the American mind. With a dynamic timeline and a wealth of images and artifacts from art, science and politics, this video brings alive the way American history shaped, and was shaped, by these two men. Narrated by Orson Welles.

V100-9130-VHS 30 minutes. **$49.95**



REVOLUTION '76

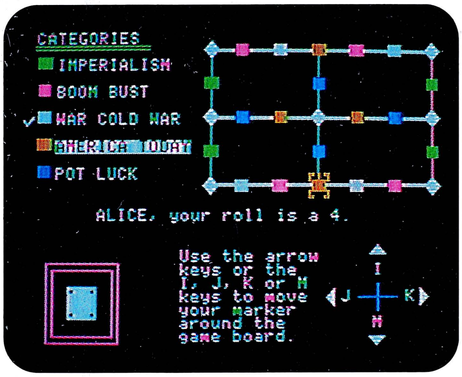
Grades: 7 - 12

It's 1773. And you have had enough British Tyranny. But as you quickly discover, overthrowing a government is no simple matter.

You'll have to unite colonies, build and command armies, make or break European alliances, and select leaders. You must even establish a monetary system. *Revolution '76* gives you the authentic political, economic and military background you need to set the groundwork for a new nation. But you'll need to add some qualities of your own: Like insight and foresight, guts, and a bit of luck. If you were running things back then, would we still be a free nation. Play this spectacularly rich historic simulation and find out.

Apple IIGS Requires 1.25 MB.

LG-1000-GS 3.5" disk. **$24.95**
LG-1000L-GS Lab pack of 5. .... **$79.00**



ALICE, your roll is a 4.

Use the arrow keys or the I, J, K or M keys to move your marker around the game board.

THE GREAT AMERICAN HISTORY KNOWLEDGE RACE

Grades: 9 - 12

Here's the perfect tool for mid-year and end-of-year review of your American history curriculum. This engaging class activity involves students in a computer board game where they have to capture all five categories on various units in American History. Suitable for an entire class of individuals, the program comes with several game options to suit the needs of every student.

Series 1 covers the Colonial Period, a New Nation, the Civil War, and the Nation Expands.

Series 2 covers the Age of Imperialism, Boom and Bust, War and Cold War, and America Today.

Requires 48K.

FM-6891B-AP 5.25" disk w/backup. **$85.00**
FM-6891L-AP Lab pack of 12. .... **$255.00**
FM-6891B-AP3 3.5" disk w/backup. **$85.00**
FM-6891L-AP3 Lab pack of 12. .... **$255.00**

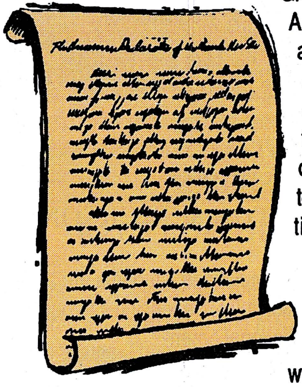
US CONSTITUTION

Grades: 8 - 11

A courseware package designed for any history or government curriculum that includes study of the US Constitution and the Bill of Rights. Colorful descriptive graphics are keyed to the Articles and Amendments. A crossword puzzle and multiple choice questions provide testing sequences. An actual case study simulates a trial based on the Bill of Rights. The student examines the pros and cons of an issue and makes a decision based on evidence presented to the "Judge." Requires 64K.

GEM-1015-AP 5.25" disk only. **$59.95**
GEM-1015L-AP Lab pack of 10. .... **$175.00**

THE AMENDMENTS TO THE CONSTITUTION



Grades: 8 - 11

A courseware package designed for any history or government curriculum that includes study of the Amendments to the U.S. Constitution. Colorful descriptive graphics are keyed to each of the Amendments. Two crossword puzzles and multiple choice questions provide testing sequences. Two actual case studies simulate trials based on the Amendments. The student examines the pros and cons of an issue and makes a decision based on the evidence presented to the "Judge". Requires 64K.

GEM-1016-AP 5.25" disk only. **$59.95**
GEM-1016L-AP Lab pack of 10. .... **$175.00**

VIDEO

THE CONSTITUTION IN CRISIS

Explores the dynamics of the Constitution and how its principles were adhered to in such crises as the assassination of President Kennedy, the conflict between the ferderal government and the states over civil rights issues in the 1950's and 1960's, and the Watergate affair.

V48-GBC3-VHS 30 minutes. **$99.95**

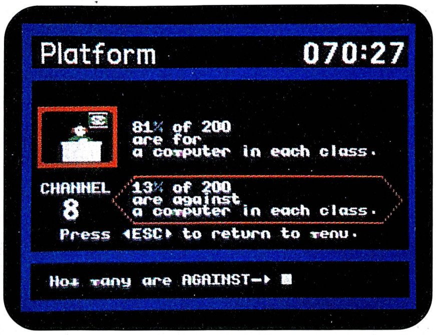
Government

DEMOCRACY

Grades: 4 - 8

This program gives a basic explanation of the system of private and public governments with emphasis on Democracy. A series of contrasts between Communist and Democratic forms of government is given. The Constitution and Bill of Rights are discussed. Game follows. Right answers are rewarded and incorrect answers are corrected without penalty. Teacher's Guide and reproducible activity packet. Requires 64K.

RP-E5S3-AP 5.25" disk only. **$49.95**



Platform 070:27

81% of 200 are for a computer in each class.

CHANNEL 8

13% of 200 are against a computer in each class.

Press <ESC> to return to menu.

How many are AGAINST--> ■

CAMPAIGN MATH

Grades: 6 - 12

Students learn the election process as they research and identify their platform issues, play a fast-paced game to raise campaign funds, and win the election! And there's math built into every campaign when optional math questions present fractions, percentages, and ratio questions. Requires 48K.

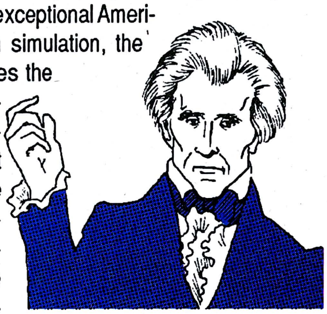
MDP-0800-AP 5.25" disk only. **$49.99**

MDP-0800L-AP Lab pack of 6. .... **$129.00**

PRESIDENTIAL DECISIONS SERIES WASHINGTON & JACKSON

Grades: 7 - 12

With these exciting simulations, students are able to learn American History by experiencing it through the minds of these exceptional Americans. In each simulation, the student assumes the role of the President. The student/president is asked to make the same decision on each issue that he/she thinks the President made. Points are awarded according to how closely the student's decisions match the actual decisions made by the President. Before the student has to make a choice, he/she may call upon a wealth of background information. The user may read period newspaper accounts, ask advice of famous contemporaries, or reflect on past experiences of the President.. Requires 64K.



Presidential Decisions of George Washington

BF-002-AP 5.25" disk only. **$29.95**

Presidential Decisions of Andrew Jackson

BF-003-AP 5.25" disk only. **$29.95**

CONGRESS

Grades: 7 - 12

Congress is an exciting political simulation that shows how a bill becomes a law. Have your students ever wondered what it feels like to be the President of the United States? As president, students will need to make a multitude of decisions: What bills should be promoted? How should pork-barrel legislation be used? How many lobbyist should be assigned to each House? How should log rolling favors be used? Should the amended bill be vetoed or signed into law? Finally the student/president receives an overall performance rating. *Congress* will add a spark to any government class. All would-be politicians will enjoy this program. Requires 64K.

BF-001-AP 5.25" disk only. .... **$29..95**

THE CONGRESSIONAL BILL SIMULATOR

Grades: 8 - 12

Turn your students into legislators as they introduce bills into the House of Representatives (they can write their own bills or use one of ours). Students will determine the committees to which the bill will be assigned and shepherd it through the committees by making a number of important decisions. They'll then watch as the bill makes its route through the House, is passed or defeated by the Senate, is considered by the House/Senate Conference Committee, and is eventually signed or vetoed by the President. An exercise in learning by doing, this simulation will expose students to the U.S. Congress, the legislative process, and the internal and external variables affecting the success or failure of proposed legislation. Requires 48K.

FM-6231B-AP 5.25" disk w/backup. **$55.00**

FM-6231L-AP Lab pack of 12. .... **$165.00**

FM-6231B-AP3 3.5" disk w/backup. **$55.00**

FM-6231L-AP3 Lab pack of 12. .... **$165.00**

GOVERNMENT KEYWORD SERIES

Grades: 7 - 12

Here's the perfect way for your students to learn and review the vocabulary and concepts related to their study of American Government. Various clues for each "secret" word are revealed through a series of synonyms, examples, definitions, and historical references. With each new clue, students will be learning terms and facts associated with the word they are trying to identify.

Foundations of Government

Includes vocabulary relating to important documents on which the government is based: the Declaration of Independence, Articles of Confederation, the Constitution, Bill of Rights, and the Amendments.

Branches of Government

Covers words and concepts associated with the Presidency, Congress, the Cabinet, federal agencies, and the judicial system.

Requires 48K.

FM-6223B-AP 5.25" disk w/backup. **$99.00**

FM-6223L-AP Lab pack of 12. .... **$297.00**

FM-6223B-AP3 3.5" disk w/backup. **$99.00**

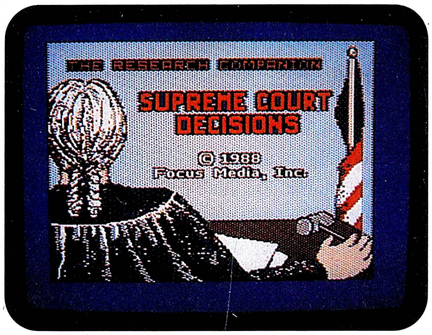
FM-6223L-AP3 Lab pack of 12. .... **$297.00**

U.S GOVERNMENT

Grades: 8 - 12

Courses in U.S Government are supplemented with quizzes in this review-type program. Information covered includes the U.S Constitution, important laws, the structure of the federal, state, and local governments, politics, and related topics. There are 35 sections of 10 questions each, selected from a menu in any desired order. After each quiz, the number and percent correct are given together with a phrase of encouragement or suggestion to repeat the exercises. Following completion of the required mastery level for two quizzes, a video reward game is available. A teacher utility allows adding of new lessons to the system. The teacher types in new questions, answers, and hints that are incorporated into the quiz menu. The teacher may also control the number of guesses allowed and mastery level for access to the video game. Requires 48K.

AEC-09012-AP 5.25" disk. **$19.95**



THE RESEARCH COMPANION

SUPREME COURT DECISIONS

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THE RESEARCH COMPANION: SUPREME COURT DECISIONS

Grades: 9 - 12

Part 1 is a database that incorporates problem-solving excercises. Students become part of a Courtroom Crusader Team, a group of law students dedicated to the cause of justice and to the U.S. Constitution. As courtroom crusaders and later Crusader Attorneys, students have access to the Legal Reference File to find answers to questions.

Part 2 allows students to view or print out additional information from any of these cases, including the background of each case, the vote of the Court, U.S. Reports citations for each case, and much more. In addition, the inclusion of excerpts from majority and dissenting opinions provides students with the opportunity to use these primary sources in their study of a Supreme Court Decision. Requires 64K.

FM-6241B-AP 5.25" disk only, w/backup. .. **$119.00**

FM-6241L-AP Lab pack of 12. .... **$357.00**

"AND IF RE-ELECTED..."

Grades: 7 - 12

Students learn first-hand how challenging it is to make 8 important decisions about certain issues as they role play an incumbent U.S. President. Each time they run for re-election, our students will be presented with 12 crises such as foreign affairs, domestic violence, economic conditions, and policy conflicts. Requires 64K.

FM-6218-AP 5.25" disk only. .... **$ 89.00**

FM-6218L-AP Lab pack of 12. .... **$267.00**

EARLY AMERICAN HISTORY SERIES

Grades: 4 - 7

This set of programs introduces students to important periods of early American history: the American Revolution and the American Civil War. Students gain an understanding of the causes leading to these momentous conflicts and of the events of the conflicts themselves. These programs are great for independent research or as tutorials. Each 2-disk program comes with a 16-page activity guide.

Requires 48K.

The American Revolution

JP-3232-AP 5.25 disk only. **$35.00**

The Civil War

JP-3233-AP 5.25" disk only. **$35.00**

Complete Series

JP-3234-AP 5.25" disk only. **$67.00**

THE TRAPPERS

Grades: 6 - 12

Fur Trappers Westward, Part I: The first major thrust West by the fur trappers was fueled by a desire for beaver pelts. The demand forced the trappers to move westward, seeking out new territory. Fur Trappers Westward Part II: The shining mountains...home of the beaver...land of the hunter and of Indians. These were the times of the mountain men...the fur trappers.

V04-4018-VHS 31 minutes. $19.95

THE PONY EXPRESS

Grades: 4 - 12

During its brief life span of 19 months, the Pony Express made a legend of the riders who, for this short time, carried the U.S. Mail from St. Joseph, MO to Sacramento, CA.

V05-PE3-VHS 16 minutes. **$99.00**

CONVERSATIONS WITH GREAT AMERICANS

Grades: 4 - 12

History will "come alive" as students, role-playing as reporters with an interview guide, actually become acquainted with historical figures from America's past. After each conversation ends, students receive a test, which is actually a brief article about the character they just interviewed. They must fill in the blanks correctly in order to successfully complete their article. A management system keeps track of each student's progress in every completed interview. Requires 64K. Lab packs consists of 12 copies.

A Young America: Christopher Columbus, George Washington, Johnathon Edwards, Anne Hutchinson

FM-7071B-AP. **$99.00**

FM-7071L-AP Lab **$297.00**

FM-7071B-AP3. .... **$99.00**

FM-7071L-AP3 Lab. **$297.00**

The Civil War Expansion: Abraham Lincoln, Chief Joseph, John C Calhoun, Frances Willard, and many more.

FM-7072B-AP **$99.00**

FM-7072L-AP Lab **$297.00**

FM-7072B-AP3 . ... **$99.00**

FM-7072L-AP3 Lab. **$297.00**

The Industrial Revolution and Modern Times: Thomas Edison, Theodore Roosevelt, Eleanor Roosevelt

FM-7073B-AP **$99.00**

FM-7073L-AP Lab. **$297.00**

FM-7073B-AP3 . ... **$99.00**

FM-7073L-AP3 Lab. **$297.00**

LEWIS AND CLARK STAYED HOME

Grades: 5 - 9

Lewis and Clark Stayed Home is an engaging simulation in which you are invited by President Jefferson to replace the ailing Meriwether Lewis and William Clark as the leaders of the expedition to explore and map the Louisiana Purchase and the Pacific Northwest. Your journey starts in St. Louis and the goals of your mission will depend on your level of expertise. Among the challenges of your mission are finding a route to the Pacific Ocean, establishing friendly relationships with native American Indian tribes, mapping the region, and collecting new species of plants and animals.

Features:

- *three levels of play
- *games in progress can be saved
- *realistic model and database (Geography, Tribes, Plants, Animals)
- *extensive support materials (Background, Lesson Plans, Worksheets)

MEC-279B-AP 5.25" disk, w/backup. **$59.00**

MEC-279L-AP Lab pack of 5. .... **$149.00**

MEC-279B-AP3 3.5" disk, w/backup. **$59.00**

MEC-279L-AP3 Lab pack of 5. .... **$149.00**

AMERICAN JOURNAL SERIES: LEWIS & CLARK

NEW '93 RELEASE

Grades: 6 - 9

The journeys and discoveries of these intrepid explorers are recounted as they cut a path west through the lands of the Louisiana Purchase. Unedited source documents, color visuals, interactive maps, glossaries, and more make this an excellent resource/research tool for both teacher and student. Includes 20 page guide. Requires Hypercard 2.0 or higher, 2 mg memory.

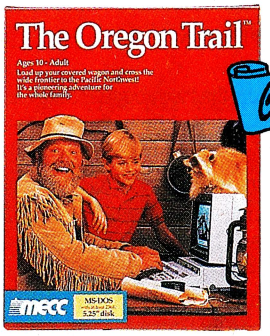
KM-013-MAC **$49.95**

"WE PROCEEDED ON...": THE EXPEDITION OF LEWIS & CLARK

Grades: 4 - Adult

"On location footage, dramatic reenactments, journal excerpts, and maps fascinatingly document the epic, 8,000-mile journey into the unexplored American West by Meriwether Lewis and William Clark...the varied visuals, informative commentary, and stately background music effectively chronicle for students the rigors of the journey and the spectacular sights the explorers encountered." -Booklist

V05-56126-VHS 32 minutes. $99.00


The Oregon Trail™
Ages 10 - Adult
Load up your covered wagon and cross the wide frontier to the Pacific Northwest! It's a pioneering adventure for the whole family.
mecc
MS-DOS
5.25" disk

Critic's Choice

THE OREGON TRAIL

Grades: 5 & Up

This colorful, multi-faceted simulation enables students to take part in the great adventure of crossing the rugged landscape of nineteenth century America. The program requires players to make life-and-death decisions about supplies, travel pace, hunting, and more as they travel the rugged landscape of nineteenth -century America. Because there are many random events and possible choices, *The Oregon Trail* is different every time students play-providing countless hours of fun and educational value. They can almost smell the campfire burning as they hitch up their oxen and head west. Requires 64K.

MEC-157-AP 5.25" disk w/backup. **$59.00**

MEC-157L-AP Lab pack of 5. .... **$149.00**

MEC-157-AP3 3.5" disk w/backup. **$59.00**

MEC-157L-AP3 Lab pack of 5. .... **$149.00**

THE OREGON TRAIL

Grades:

The hauntingly beautiful landscape...the rivers they followed and crossed...the joy and hardships.. the elation and dissention..all come to life in this detailed account of America's longest and most famous trail.

V05-02-VHS 32 minutes. **$99.00**

RACE FOR THE WEST

Grades: 5 - 10

Students race against the English, French, and their own time line to explore and map the Northwestern United States. They must find the headwaters of the Mississippi, establish exclusive treaties with the Indians (if possible), cross the Rocky Mountains, and find the Pacific Ocean. They will have to deal with rapids and mountain storms. Helpful maps may be turned on or off by the teacher. By keel boat, horseback or on foot, exploring the West was much more difficult than most early explorers bargained for! Requires 64K.

H-3701B-AP 5.25" disk w/backup. **$55.95**

U.S. HISTORY: GROWTH OF A NATION

Grades: 7 - 12

This three program series traces the growth of the U.S. from the Constitution to modern times. Through a combination of questions and informative help screens, students will come to learn about the various people and events which have had a major impact of three distinct periods in history. Requires 48K.

FM-6802B-AP 5.25" disk w/backup. **$99.00**

FM-6802L-AP Lab pack of 12. .... **$297.00**

FM-6802B-AP3 3.5" disk w/backup. **$99.00**

FM-6802L-AP3 Lab pack of 12. .... **$297.00**

THE INDIAN WARS

Grades: 10 - 12

This program is a lot more than "cowboys and Indians." Based on information reported by both the "atonement" and "military" authors, the short, but highly glamorized Indian Wars, are dealt with as realistically as possible. Students must choose a side... the U.S. Army or the Indian tribes. The army wants to make way for the western expansion of white settlers. The Indians want to preseve a way of life that has lasted for centuries. The challenge for both sides is to capture strategic areas, build their forces for battle, and adapt to ever-changing events. Each player must also learn the answers to difficult questions to give his or her forces the potency they need for battle. This program requires two students or groups of students for the best implementation. Backup Disk, 2 Student Disks, 2 Student Manuals, a Teacher's Guide and strategy sheets are included. Requires 64K.

H-3715B-AP 5.25" disk w/backup. **$55.95**

THE 49'ERS

Grades: 5 - 10

Students must guide a wagon train to California or other points west in search of gold. Broken wagons, disease, deserts and mountains must be overcome to survive. Realistic problems of finding water, keeping mining tools, warding off starvation, and dealing with claim jumpers are all part of the challenge! But if you are lucky, do your research, and keep your wits about you, you just might find the precious metal. Whether you find small claims or Mother Lodes, you can be rich beyond your dreams if greed doesn't cause you to make a foolhardy move! Requires 64K.

H-3709B-AP 5.25" disk w/backup. **$55.95**

AMERICAN JOURNAL SERIES: THE ALAMO

NEW '93 RELEASE

Grades: 6 - 9

Both Mexican and Texan viewpoints are recounted in this exciting interactive journal that describes events leading up to, and following the great siege. Interactive maps, biographies, calendars, scanned images, glossaries and other visuals make this historic accounting more compelling than a textbook. A unique tool for both research and presentations. Includes a 20 page guide. Requires hypercard 2.0 or higher, 2 mg memory.

KM-014-MAC **$49.95**

THE AMERICAN PEOPLE

Grades: 5 - 12

Students "wager" money as they answer questions about famous Americans from categories that include: Explorers, Famous Women, Inventors, Sports, The Arts, and At War. The game can be used with an entire class or is excellent for individual study. Requires 64K.

FM-6550B-AP 5.25" disk w/backup. **$45.00**
FM-6550L-AP Lab pack of 12. .... **$135.00**
FM-6550B-AP3 3.5" disk w/backup. **$45.00**
FM-6550L-AP3 Lab pack of 12. .... **$135.00**

RAILROAD SERIES

Grades: 5 - Adult

The growth and development of the railroad during the 19th century changed the lives of the American people more than any other single invention.

A WILD AND IMPRACTICAL SCHEME (1800 TO 1845)

This is the story of railroads from their beginnings, when the idea of building a railroad was dismissed as "a wild and impractical scheme," to a generation or so later when Daniel Webster declared that "the railroad towered above all other inventions, in this or the preceding age."

V05-027-VHS 14 minutes. **$49.95**

ONE NATION...INDIVISIBLE (1845 TO 1865)

By the 1850's railroads were drastically changing the American way of life - faster transportation...bigger loads...and year-round operation. Tracks ran east and west tying the big river systems together. Railroads decided the locations of towns and cities and during the Civil War gave the North, which had more track and trains, a distinct military advantage.

V05-029-VHS 14 minutes. **$49.95**

TRANSCONTINENTAL (1865 TO 1880)

Building a railroad across the continent to the Pacific Ocean had been on people's minds almost from the beginning. Doing it, however, would take a lot of time and money. President Lincoln signed the Pacific Railroad Act in 1862, but the Civil War delayed construction. After the war, money came through land grants and the race was on! This is the exciting story of the Central Pacific and the Union Pacific. The building of the first transcontinental is one of the most astounding achievements in the history of the railroad.

V05-031-VHS 16 minutes. **$49.95**

THE GOLDEN AGE (1880 TO 1916)

By 1893 five different railroads had reached the Pacific Ocean, and between oceans, the land was being invaded by a spider web of rails. For railroads there was no competition; they were sitting triumphantly on the throne of transportation. But even beyond that, no industry so dominated the American scene, or so touched every aspect of American life, as did the railroad during its golden age.

V05-118-VHS 35 minutes. **$99.00**

THE MISSISSIPPI RIVER SERIES

Grades: 5 - Adult

The Mississippi is one of the great rivers of the world. Its watershed covers two-thirds of the contiguous United States. Here is a complete survey of the river-its beauty...its varied industry and agriculture...and its fascinating history.

THE PRIZE AND PAWN OF EMPIRES

Moundbuilders...Indian Tribes...De Soto...French explorers and voyagers...the French and Indian War...American settlers...Napoleon...Jefferson...the Louisiana Purchase...the War of 1812. For nearly 150 years after La Salle first claimed it for France, the valley of the Mississippi was claimed and reclaimed...won and lost...bought and sold by France, England, Spain, and the U.S. This production follows the varied history of the river up through the War of 1812...up to the steamboat era.

V05-063-VHS 22 minutes. **$49.95**

STEAMBOAT A-COMIN'

The coming of steam to the Mississippi and its tributaries revolutionized the entire middle section of America. For towns and settlements along the rivers steamboats were the door to the rest of the world. For nearly 50 years sleepy river towns were jolted to life by the magical shout, "Steamboat a-comin'!" Mark Twain...Southern Mansions...the Civil War...the coming of the railroad. All are a part of the fabulous steamboat era...the time when a steamboat whistle was the "sweetest music in the world."

V05-065-VHS 21 minutes. **$49.95**

OL' MAN RIVER AND THE 20TH CENTURY

This production on the history of the Mississippi focuses on the greatness of the river and its immense drainage basin and on the multitude of changes that have occurred during the 20th century-bridges and ferries...locks and dams...diesel towboats...and flood control.

It also includes such celebrations and attractions as Mardi Gras...St. Paul Winter Carnival...Mud Island...and the Great River Road.

V05-067-VHS 25 minutes. **$49.95**

THE RIPPLE THAT CHANGED AMERICAN HISTORY

Grades: 5 - 12

The Ripple helps students see events in American History in chronological perspective. This program reinforces what students know about American history and motivates them to do further research. Your student's mission is to locate and destroy a dangerous disturbance in time called the Ripple. It is moving through America's past and getting precariously close to destroying the present as it swiftly mangles and misplaces events. Includes backup disk, extensive teacher's guide, lesson plans, worksheets, timeline sheets and The Encyclopedic Dictionary of American History. Requires 64K.

TMS-200-AP 5.25" disk only. **$79.95**
TMS-200L-AP Lab packof 10. .... **$254.95**

THE HISTORY OF THE U.S. DEMOCOMP PROGRAMS

Grades: 5 - 12

If you're a teacher who uses maps frequently to teach U.S. history, then this program is for you. These programs allow you to integrate traditional reading and writing skills with a modern method of teaching U.S. History using historical maps. Each program can be used more effectively than conventional maps because you can display, change, and even overlay colorful maps of the U.S. to illustrate routes of explorers, westward expansion, European immigration and more. Requires 48K.

Explorers of North America

Animated maps are provided that show the travel routes, discoveries, and territorial claims of 13 European explorers.

FM-6501B-AP 5.25" disk w/backup.	**$55.00**
FM-6501L-AP Lab pack of 12.	**$165.00**
FM-6501B-AP3 3.5" disk w/backup.	**$55.00**
FM-6501L-AP3 Lab pack of 12.	**$165.00**

The Thirteen Colonies

This program shows color maps of the colonies including order of establishment, resources, products, ethnic groups, and claims to western lands.

FM-6503B-AP 5.25" disk w/backup.	**$55.00**
FM-6503L-AP Lab pack of 12.	**$165.00**
FM-6503B-AP3 3.5" disk w/backup.	**$55.00**
FM-6503L-AP3 Lab pack of 12.	**$165.00**

THE TIME TUNNEL AMERICAN HISTORY SERIES 1 & 2

Grades: 7 - 12

Students travel to the time period of their choice and gather clues about a "mystery American they've just met. Although they cannot see the figure, they can use their organizational and deductive reasoning skills to gather clues and determine who the person is. Contains historical characters from 1760 to 1987. Requires 64K.

Series 1

FM-6881B-AP 5.25" disk, w/backup.	**$99.00**
FM-6881B-AP3 3.5" disk, w/backup.	**$99.00**

Series 2

FM-6882B-AP 5.25" disk, w/backup.	**$99.00**
FM-6882B-AP3 3.5" disk, w/backup.	**$99.00**

SATELLITE DOWN: RESCUE ADVENTURES IN U.S. GEOGRAPHY

Grades: 7 - 12

Situation ALERT! A group of vitally important satellites have fallen from the sky. Your mission is to determine the location of each satellite using your wits and knowledge of geography. As students request information about the satellite's surroundings from its computer memory banks, they'll be gathering such information as clothing and food of the populace, landmarks, climate, nearby cities, and more. Requires 48K.

U.S. Edition

FM-6313B-AP 5.25" disk w/backup.	**$85.00**
FM-6313L-AP Lab pack of 12.	**$255.00**
FM-6313B-AP3 3.5" disk w/backup.	**$85.00**
FM-6313L-AP3 Lab pack of 12.	**$255.00**

RESEARCH ASSISTANT SERIES

NEW '92 RELEASE

Grades: 7 - 12

The *Research Assistant Series* helps students take advantage of programs like AppleWorks, Microsoft Works, and HyperCard, that perform a wide range of technical and educational functions. Large amounts of selected data and information files can be sorted, rearranged, and otherwise manipulated as the teacher or student sees fit, allowing students to reach conclusions and test hypotheses that even the teacher never intended. Teachers and students are encouraged to use and modify a combination of textual materials, lesson plans, simulations, glossaries, and student tests - together with "real world" data. There are currently 3 individual components in the series: *The Power of Nation States*; *Fifty States: An Analysis*, and *Presidents*.

Requirements: Apple 128K, MAC 1MB; AppleWorks, Microsoft Works or HyperCard

THE POWER OF NATION STATES

This database contains 47 categories of information about all 167 independent world states. You will find geographical, social, economic, and political descriptions of each nation state, a glossary of all social studies terms used, and a Teacher's Guide complete with samples of how to use the data and lesson plans. The HyperCard version incorporates all of this and adds an interactive map system to navigate from country to country. Best of all, students are provided with the tools that allow them to make sense out of all the data. The program includes an on-disk 50-page student text on the attributes of power in international affairs (except for HyperCard version). This allows the teacher to easily change the material before placing it in the hands of students. You will also receive a 100-question test in the form of a database, and additional databases and spreadsheets to make the data come alive (except for HyperCard version).

Apple (Appleworks Version)

FM-6521B-AP 5.25" disk w/backup.	**$69.00**
FM-6521L-AP Lab pack of 12.	**$217.00**
FM-6521B-AP3 3.5" disk w/backup.	**$69.00**
FM-6521L-AP3 Lab pack of 12.	**$217.00**

Macintosh (Microsoft Works Version)

FM-6521M-MAC 3.5" disk w/backup.	**$69.00**
FM-6521ML-MAC Lab pack of 12.	**$217.00**

Macintosh (HyperCard Version)

FM-6521H-MAC 3.5" disk w/backup.	**$69.00**
FM-6521HL-MAC Lab pack of 12.	**$217.00**

THE FIFTY STATES: AN ANALYSIS

Students will have a chance to examine their own country geographically, politically, economically, and socially as never before with this database which contains 117 categories of data about all 50 states of the U.S. There is a glossary and teacher's guide included. With the HyperCard version, there is also a map system which includes major cities, rivers, and lakes, and allows the user to navigate from state to state. The HyperCard version lets students produce a bar chart of any numerical data item and also has a special note-taking feature. Students and teachers will have access to extensive lesson plans, worksheets, additional databases and spreadsheets (except for HyperCard version), so that the data can be interpreted in a variety of ways.

Apple (Appleworks Version)

FM-6522B-AP 5.25" disk w/backup.	**$69.00**
FM-6522L-AP Lab pack of 12.	**$217.00**
FM-6522B-AP3 3.5" disk w/backup.	**$69.00**
FM-6522L-AP3 Lab pack of 12.	**$217.00**

Macintosh (Microsoft Works Version)

FM-6522M-MAC 3.5" disk w/backup.	**$69.00**
FM-6522ML-MAC Lab pack of 12.	**$217.00**

Macintosh (HyperCard Version)

FM-6522H-MAC 3.5" disk w/backup.	**$69.00**
FM-6522HL-MAC Lab pack of 12.	**$217.00**

PRESIDENTS

This database contains 85 categories of data about all the Presidents of the United States. It includes background notes, a graphic of each President, and a map that illustrates the extent of the nation during each President's term of office, together with lesson plans and samples of how to use the data. The HyperCard version incorporates all of this plus adds an interactive map system. (The AppleWorks version has no graphics or maps.)

Apple (Appleworks Version)

FM-6523B-AP 5.25" disk w/backup.	**$69.00**
FM-6523L-AP Lab pack of 12.	**$217.00**
FM-6523B-AP3 3.5" disk w/backup.	**$69.00**
FM-6523L-AP3 Lab pack of 12.	**$217.00**

Macintosh (Microsoft Works Version)

FM-6523M-MAC 3.5" disk w/backup.	**$69.00**
FM-6523ML-MAC Lab pack of 12.	**$217.00**

Macintosh (HyperCard Version)

FM6523H-MAC 3.5" disk w/backup.	**$69.00**
FM-6523HL-MAC Lab pack of 12.	**$217.00**

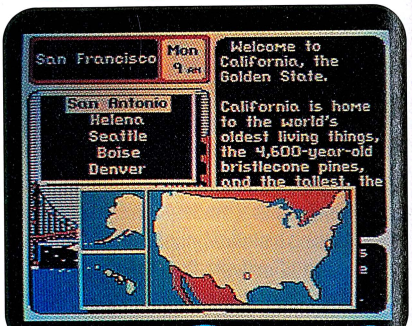
EASYSEARCH: AMERICAN INVENTIONS

Grades: 5 - 9

In this program students search through information on a multitude of American inventions, including information on the inventor, the primary use and purpose of the invention, and its original source of power. Requires 64K.

FM-6401B-AP 5.25" disk only, w/backup.	**$49.00**
FM-6401L-AP Lab pack of 12.	**$147.00**

WHERE IN THE USA IS CARMEN SANDIEGO?


San Francisco
Mon 9 AM
Welcome to California, the Golden State.
California is home to the world's oldest living things, the 4,600-year-old bristlecone pines, and the tallest, the
San Antonio
Helena
Seattle
Boise
Denver

Critic's Choice

Grades: 4 - 9

Sharpen your students' problem solving skills and knowledge of geography as they chase Carmen through all 50 states plus the District of Columbia. This time, Carmen and her gang are out to steal our most precious national treasures!

Students decipher clues relating to U.S and state history, geography, economy, and culture. Over 1500 clues encourage students to take notes, develop analytical skills and look up answers using Fodor's USA Travel Guide (included). Investigations may be saved and completed later.

Outstanding graphics and animation make this a classroom favorite. The Teacher's Guide includes reproducible maps, database activities, and much more.

Apple Requires 128K.	
BRO-40455-AP 5.25" disk.	**$41.95**
BRO-41455L-AP Lab pack of 5.	**$109.95**
Apple IIGS Requires 1024K.	
BRO-40455-GS	**$44.95**
BRO-41455L-GS Lab pack of 5.	**$119.95**
Macintosh Requires 512K.	
BRO-40455-MAC3 3.5" disk.	**$44.95**
BRO-41455L-MAC3 Lab pack of 5.	**$119.95**

WHERE IN TIME IS CARMEN SANDIEGO?

Grades: 6 - 12

Critic's Choice

Carmen's up to her old tricks again. But this time she and her gang have their hands on a time machine and they're traveling back through time and wreaks all kinds of havoc. In the process students learn facts about the history of the world from 400 A.D. to the 1950's.

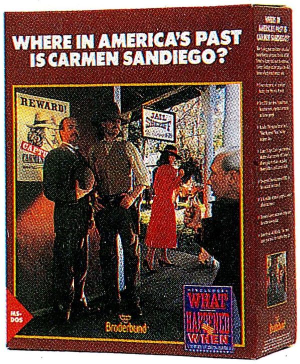
Where in Time is Carmen Sandiego? teaches students about historic events, scientific inventions, and famous people in former times. Carmen and her gang of 15 use a time machine to travel to hideouts in the Middle Ages, the Renaissance, the Industrial Revolution, and the Modern Age. *Where in Time is Carmen Sandiego?* Also exposes students to a wide range of world cultures, and Carmen and her gang journey back in time to India, China, Japan, Mexico, Peru and Europe.

The program features all-new villains - and stunning graphics and animations. Searches can be saved on diskette and finished at a later date. Your students will especially enjoy the sound, the stunning special effects, the high level of interaction, and, of course, Carmen and all of her villainous friends.

A reference book, The New American Desk Encyclopedia, is included in the package for tracking down clues and honing research skills. Concept skills: deductive reasoning, reference and research skills. Content skills: world history and culture. Menu driven, simple commands.

Apple Requires 128K.	
BRO-44455-AP 5.25" disk.	**$49.95**
BRO-44455L-AP Lab pack of 5.	**$109.95**
BRO-44455-AP3 3.5" disk.	**$49.95**
BRO-44455L-AP3 Lab pack of 5.	**$109.95**
Macintosh Requires 1 MB.	
BRO-44455-MAC	**$59.95**
BRO-44455L-MAC Lab pack of 5.	**$119.95**

Broderbund®



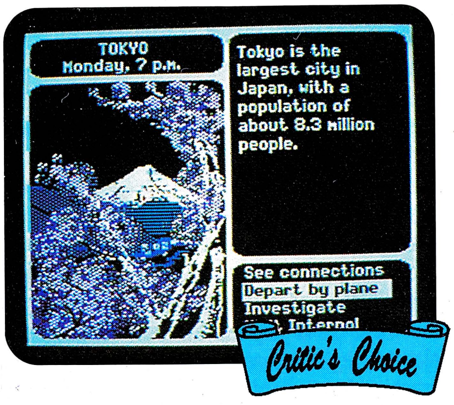
WHERE IN AMERICA'S PAST IS CARMEN SANDIEGO?

'93

Grades: 6 - 12

Give your students an exciting slant on U.S History with Carmen Sandiego's latest adventure. The program comes with Penguin Books' "What Happened When," a 1300-page encyclopedia of American culture and history. Over 1200 clues contain fascinating information about fashion, folkways, philosophy and religion, science, the arts, theater, sports and a wide range of other topics. Gameplay is highly challenging, with 45 destinations available at any time, covering 5 regions of the United States and 9 time periods (from A.D. 986 to the present). Digitized sound effects, dozens of animations, exciting back-ground music ... and, of course, Carmen's outrageous blend of humor, chutzpah and history.

Requires 128K.	
BRO-47210-AP 5.25" disk.	**$59.95**
BRO-47210L-AP Lab pack of 5.	**$129.95**
BRO-47210-AP3 3.5" disk.	**$69.95**
BRO-47210L-AP3 Lab pack of 5.	**$139.95**
Macintosh Requires	
BRO-47210-MAC.	**$69.95**
BRO-47210L-MAC Lab pack of 5.	**$139.95**



TOKYO
Monday, 7 p.m.

Tokyo is the largest city in Japan, with a population of about 8.3 million people.

See connections
Depart by plane
Investigate
Interpol

WHERE IN THE WORLD IS CARMEN SANDIEGO

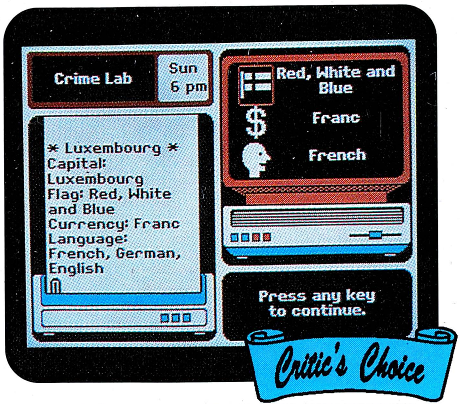
Grades: 4 - 9

Why is Carmen Sandiego so popular with teachers and students alike? Because it makes geography fun - while teaching students to analyze information, use reference materials, and take notes.

Students must track down and capture the ex-secret agent turned thief as she and her gang embark on a global crime spree. These desperadoes are out to steal every priceless treasure and landmark they can find - everything from the gondolas of Venice to the Statue of Liberty! As they follow in hot pursuit, your students decipher clues using their Crime Computer and 1,000 page World Almanac (included). As they explore 30 great cities of the world, over 1,000 clues about national flags, currency, history, landmarks, culture, and geography will guide them on their way. Ten possible suspects challenge your students, including Dazzle Annie Nonker, who runs the toughest yogurt Parlor this side of the Suez; Nick Brunch, evil ex-Private Eye, Ear, Nose and Throat . . . and, of course, the elusive Carmen herself.

The teacher's Guide includes reproducible maps, extension activities, and much more.

Apple Requires 128K.	
BRO-40255-AP 5.25" disk.	**$41.95**
BRO-40355L-AP Lab pack of 5.	**$99.95**
Apple IIGS Requires 512K.	
BRO-40255-GS	**$44.95**
BRO-40355L-GS Lab pack of 5.	**$119.95**
Macintosh Requires 512K.	
BRO-40255-MAC	**$59.95**
BRO-40355L-MAC Lab pack of 5.	**$129.95**

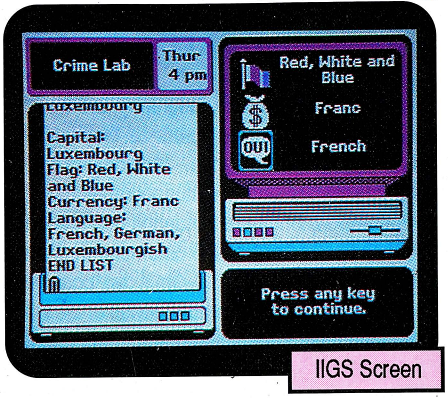


Crime Lab
Sun
6 pm

* Luxembourg *
Capital:
Luxembourg
Flag: Red, White
and Blue
Currency: Franc
Language:
French, German,
English

Red, White and Blue
Franc
French

Press any key to continue.



Crime Lab
Thur
4 pm

Luxembourg
Capital:
Luxembourg
Flag: Red, White
and Blue
Currency: Franc
Language:
French, German,
Luxembourgish
END LIST

Red, White and Blue
Franc
French

Press any key to continue.

IIGS Screen

WHERE IN THE WORLD IS CARMEN SANDIEGO DELUXE EDITION

NEW '92 RELEASE

Grades: 4 - 12

The *Deluxe Edition* of *Where In The World is Carmen Sandiego?* takes advantage of the new family of machines and the latest technology in sound, music, and high-resolution peripherals. Enhancements include high-resolution digitized graphics from slides provided by the National Geographic Society, five times as many animations, over 2,000 clues, digitized sound, and newly composed music. What's more, your students will find the Deluxe Edition even more challenging than the original: the original gang of 10 villains has doubled and the number of countries has been increased by 50% to a total of 45.

Macintosh Requires 4megs	
BRO-6355-MAC 3.5" disk.	**$89.95**

WHERE IN EUROPE IS CARMEN SANDIEGO?

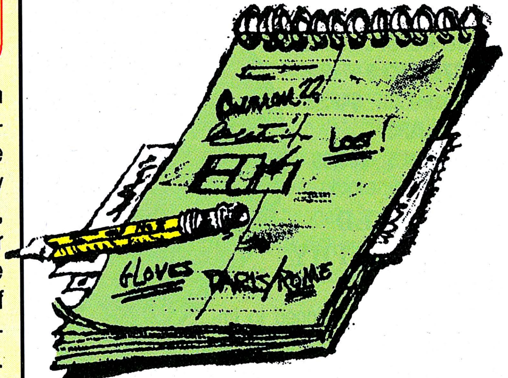
Grades: 4 - 9

Carmen takes your students on a wild chase through 33 European nations, using the latest in computer graphics and featuring all new villains, locations, clues, and challenges. Along the way, your students learn about European geography, history, economy, and culture while they develop valuable organizational, analytical and research skills.

Students use Rand McNally's Concise Atlas of Europe (included) to decipher almost 1000 clues. The atlas includes a special section on mapping, a variety of map styles and types, a 33-nation gazetteer and a full index. Other important features include a Factfinders Database to teach data management basics. Investigations may be saved and completed later.

Apple Requires 128K.	
BRO-42255-AP 5.25" disk.	**$49.95**
BRO-42155L-AP Lab pack of 5.	**$109.95**
Apple IIGS Requires 512K.	
BRO-42255-GS	**$59.95**
BRO-42155L-GS Lab pack of 5.	**$119.95**
Macintosh Requires 512K.	
BRO-42255-MAC	**$59.95**
BRO-42155L-MAC Lab pack of 5.	**$129.95**

Brøderbund®



Crossbow found at scene of crime

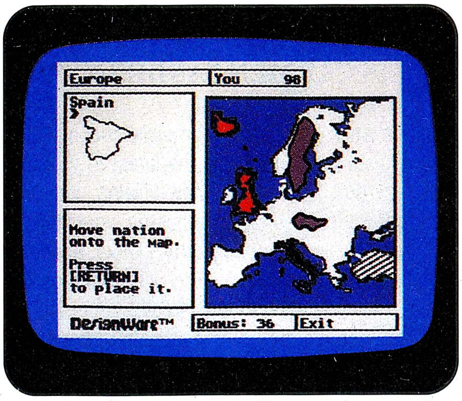
Carmen Sandiego Board Game

WHERE IN THE WORLD IS CARMEN SANDIEGO

Grades: 4 & Up

There's a wisp of blond hair at the site where the Star Spangled Banner was composed, and a high-top sneaker on the largest island in the lower 48 states. These are just two of the clues that players use to track Carmen Sandiego in a new board game that combines mystery and global jet-setting. Carmen and her henchmen steal international treasures like the St. Louis Arch and The Pyramids of Egypt-players learn geography as they chase the thieves. The game includes a game board, 1000 geography questions, clues tha change for every game, and more fun that one could imagine.

UG-001.	**$19.95**



Move nation onto the map.

Press [RETURN] to place it.

EUROPEAN NATIONS & LOCATIONS

Critic's Choice

Grades: 3 - Adult

Traveling teaches you more than just geography. You learn about important landmarks, capitals, neighboring countries. Even historical and current events. Move outlines of countries into their correct locations on the map, then watch them light up in full color. Requires 64K.

LG-808-AP 5.25" disk only.	**$39.95**
LG-808L-AP Lab pack of 5.	**$100.00**

CONTINENTS

Critic's Choice

Grades: 4 - 6

Geography of the seven continents and four oceans is covered in this program. Encourage your students to look up their own clues.

H-2507B-AP 5.25" disk w/backup.	**$49.95**
H-2507L-AP Lab pack of 5.	**$99.95**
H-2507B-AP3 3.5" disk w/backup.	**$49.95**
H-2507L-AP3 Lab pack of 5.	**$99.95**

WORLD GEOGRAPHY

Grades: 5 - Up

This program is designed to improve any user's knowledge of the world. Beginning with a study of basic geographical terms, the lessons cover facts and information about all Continents, Countries, Oceans, Rivers, Capitals, and Cities of the world today.

Requires 128K

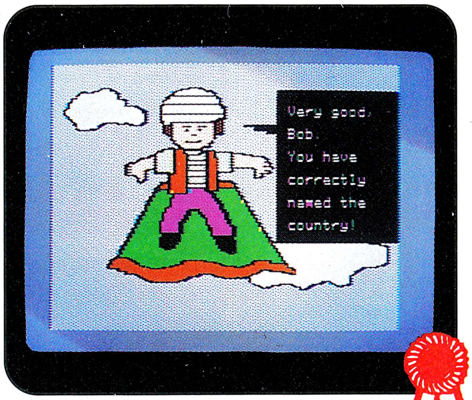
AEC-06012-AP 5.25" disk.	**$19.95**

WORLD GEOGRAPHY

Grades: 5 - 8

In the *World Geography* set, students identify the state or country they're visiting and answer questions about the locale. Both sets subtly develop students' interest in history and geography. Requires 64K.

Asia and Australia	
MNS-85630-AP 5.25" disk only.	**$39.95**
Western Europe	
MNS-85629-AP 5.25" disk only.	**$39.95**



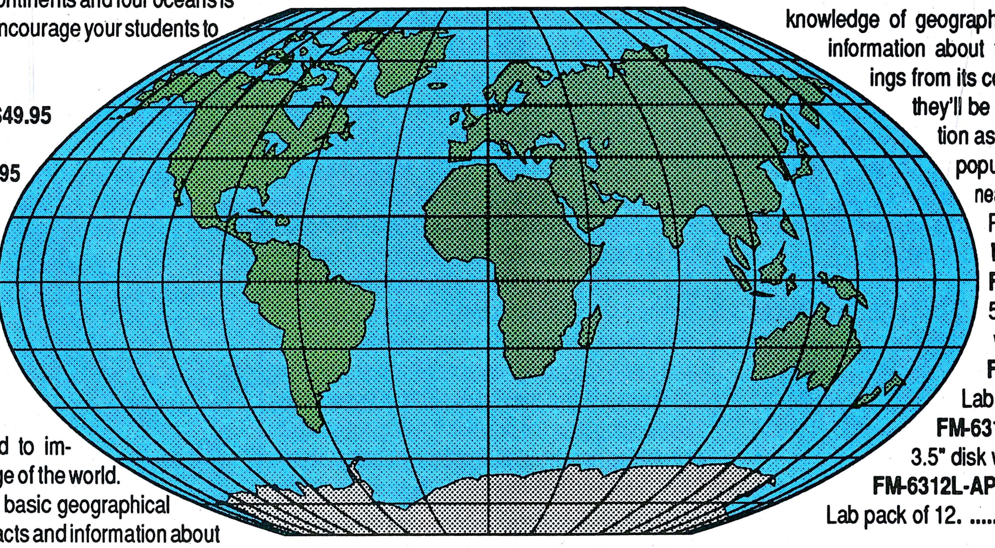
Very good, Bob. You have correctly named the country!

TRAVELS WITH ZA-ZOOM: THE WORLD

Grades: 4 - 8

In this novel approach to geography and world cultures, students act as explorers as they find themselves visiting strange lands. At each location, students must gather fundamental geographic clues such as the latitude, longitude, bordering countries, major cities, and bodies of water to determine where in the world they are. In addition, students can "observe" the clothing, food, and traditional lifestyles of the inhabitants to aid them in identifying each. Requires 64K.

FM-7011B-AP 5.25" disk w/backup.	**$85.00**
FM-7011L-AP Lab pack of 12.	**$255.00**
FM-7011B-AP3 3.5" disk w/backup.	**$85.00**
FM-7011L-AP3 Lab pack of 12.	**$255.00**



DISCOVER THE WORLD

Grades: 5 - 10

In this authentic simulation, students go back to 1412 to sail from one of five ports to find a route to the Orient. Students will search for the best routes; establish territories; avoid pirates, icebergs and reefs; and keep their crews from mutiny and death. Bonus points are given for reaching the Orient in good time, expeditious trading, mapping shorelines, establishing good relationships with natives and correctly answering questions on a variety of topics related to the Age of Exploration. Requires 64K.

H-3705B-AP 5.25" disk w/backup.	**$59.95**
H-3705B-AP3 3.5" disk w/backup.	**$59.95**

INTERNATIONAL INSPIRER

Grade: 5 - 12

See for yourself why this package has become such a hit with students and teachers. The magic of this inspiring world geography program? Cooperative learning. Students must work together to interpret a wealth of international data to aid in their search for oil producers, energy consumers, agricultural countries, urbanized populations and much more. Sharing information within multiple small groups or within a single large group, students work together to plot their treks across the world, learning the geographical locations of 171 countries. Three ways to play. Teaches geography and more.

Apple Requires 64K.	
TMS-216-AP 5.25" disk.	**$149.95**
TMS-216L-AP Lab pack of 5.	**$199.95**
TMS-216-AP3 3.5" disk.	**$149.95**
TMS-216L-AP3 Lab pack of 5.	**$199.95**
Macintosh Requires 1 MB.	
TMS-216-MAC 3.5" disk.	**$149.95**
TMS-216L-MAC Lab pack of 5.	**$199.95**

SATELLITE DOWN: RESCUE ADVENTURES IN GEOGRAPHY

Grades: 7 - 12

Situation ALERT! A group of vitally important satellites have fallen from the sky. Your mission is to determine the location of each satellite using your wits and knowledge of geography. As students request information about the satellite's surroundings from its computer memory banks, they'll be gathering such information as clothing and food of the populace, landmarks, climate, nearby cities, and more.

Requires 48K.

World Edition	
FM-6312B-AP 5.25" disk w/backup.	**$85.00**
FM-6312L-AP Lab pack of 12.	**$255.00**
FM-6312B-AP3 3.5" disk w/backup.	**$85.00**
FM-6312L-AP3 Lab pack of 12.	**$255.00**

COUNTRIES AND CAPITALS

Grades: 9 - 12

This program allows the student to review the countries and their capitals. Also included is a drill and practice option useful in learning countries and their capitals. Scoring is provided at the conclusion of the drill and practice. The package includes:

- South American countries and capitals.
- Central American countries and capitals.
- Provinces of Canada and their capitals.
- European countries and capitals.

Requires 32K.

ML-013-AP 5.25" disk only w/backup.	**$29.95**
ML-013L-AP Lab pack of 10.	**$89.00**

THE SPY'S ADVENTURES AROUND THE WORLD

Grades: 4 - Adult

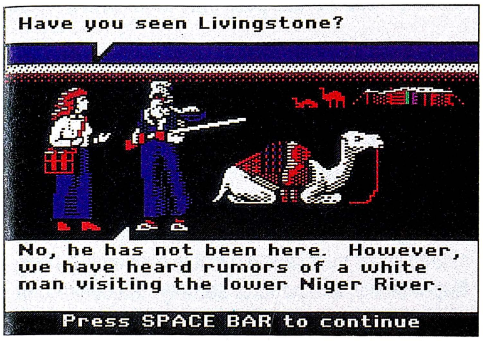
Learn the geography of the continent as you play or just play for fun. The adventure may be played by a single player or with up to six people in a spy against spy network or in a cooperative spy network. Never play the same game twice. Requires 128K.

Adventures in Europe

PW-402AP 5.25" disk only.	**$19.95**

Adventures in South America

PW-403-AP 5.25" disk only.	**$19.95**



Have you seen Livingstone?

No, he has not been here. However, we have heard rumors of a white man visiting the lower Niger River.

Press SPACE BAR to continue

DR. LIVINGSTONE, I PRESUME?

Grades: 5 - 9

Your students take the place of newspaper reporter Henry Stanley in his quest to track down the famous explorer David Livingstone. Rather than merely tracing the path he took, however, kids will make their own journey over the same territory, interviewing villagers to obtain clues to Livingstone's whereabouts. Enhances problem-solving skills. Provides information about the geography, history, and native peoples of the African continent south of the Sahara Desert.

Requires 128K.

MEC-314B-AP 5.25" disk, w/backup.	**$59.00**
MEC-314L-AP Lab pack of 5.	**$149.00**
MEC-314B-AP3 3.5" disk, w/backup.	**$59.00**
MEC-314L-AP3 Lab pack of 5.	**$149.00**

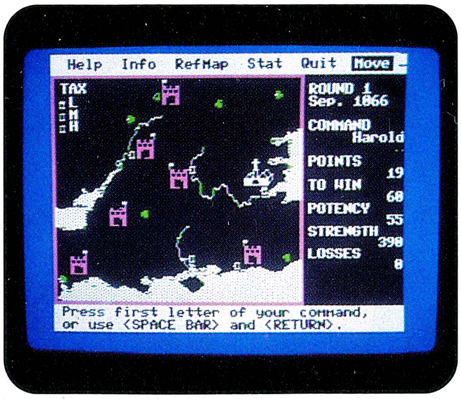
THE TIME TUNNEL EUROPEAN HISTORY SERIES

Grades: 7 - 12

In this European version of our ever popular Time Tunnel Series, students will journey back through time until they are face-to-face with important personalities ranging from ancient times to the present. By piecing together clues about each figure's life, students will have to identify the "mystery person". Not only do students learn famous names, but they receive in-depth historical coverage of the people who helped shape European History.

Requires 64K.

FM-6882B-AP 5.25" disk w/backup.	**$99.00**
FM-6882L-AP Lab pack of 12.	**$297.00**
FM-6882B-AP3 3.5" disk w/backup.	**$99.00**
FM-6882L-AP3 Lab pack of 12.	**$297.00**



ROUND 1
Sep. 1066
COMMAND Harold
POINTS 19
TO WIN 68
POTENCY 55
STRENGTH 390
LOSSES 8

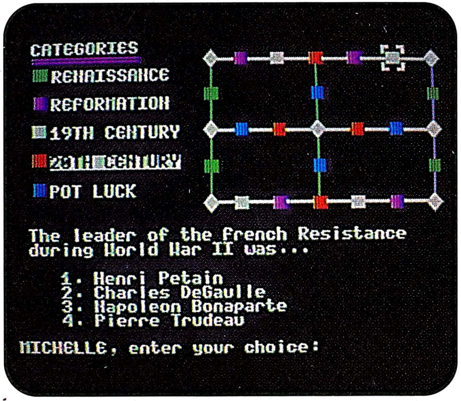
Press first letter of your command, or use <SPACE BAR> and <RETURN>.

CASTLES & KINGS

Grades: 7 - 12

The year is 1066. The place is England. William the Conquerer has invaded Britain and is fighting King Harold, the last Anglo-Saxon King of England. Students must choose sides in the war between William and Harold. Strategies must be planned for conflicts such as the Battle of Hastings, and students learn what life was like in England's middle ages. Extensive research has gone into the program to ensure accuracy of historical content. But, above all, nothing can be taken for granted because history can be rewritten! Requires 64K.

FM-6865B-AP 5.25" disk w/backup.	**$99.00**
FM-6865L-AP Lab pack of 12.	**$297.00**
FM-6865B-AP3 3.5" disk w/backup.	**$99.00**
FM-6865L-AP3 Lab pack of 12.	**$297.00**



The leader of the French Resistance during World War II was...

1. Henri Petain
2. Charles DeGaulle
3. Napoleon Bonaparte
4. Pierre Trudeau

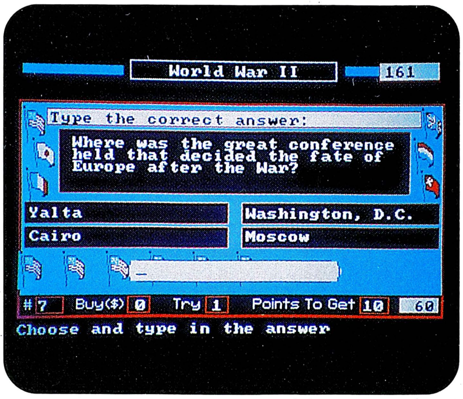
MICHELLE, enter your choice:

THE GREAT WORLD HISTORY KNOWLEDGE RACE

Grades: 7 - 12

Help your world history classes review for mid-terms or finals with the help of this totally enjoyable experience: *The Great World History Knowledge Race.* Based on a traditional social studies syllabus, students will test their knowledge on various topics from ancient civilizations to the 20th century. After rolling the die, your students will be presented with challenging questions from five different categories (including Pot Luck). Immediate feedback following correct and incorrect answers is provided for each topic. You can add more fun to the activity as you let up to four students or teams compete for top honors. Requires 48K.

FM-6523B-AP 5.25" disk w/backup.	**$85.00**
FM-6523L-AP Lab pack of 12.	**$255.00**
FM-6523B-AP3 3.5" disk w/backup.	**$85.00**
FM-6523L-AP3 Lab pack of 12.	**$255.00**



Type the correct answer:

Where was the great conference held that decided the fate of Europe after the War?

Yalta
Washington, D.C.
Cairo
Moscow

#7 Buy($) 0 Try 1 Points To Get 10 60

Choose and type in the answer

WORLD HISTORY

Grades: 8 & up

This supplement, for an introductory course in World History, reviews standard textbook information through a series of quizzes. Information covered includes famous leaders, battles, treaties, dates, and events from prehistory periods to the modern era. There are 35 sections that focus on different historical epochs and geographical locations. Following completion of the required mastery level for two quizzes, a video reward game is available. A teacher utility allows adding of new lessons to the system. The teacher types in new questions, answers, and hints that are incorporated into the quiz menu. The teacher may also control the number of guesses allowed and the mastery level for access to the video game.

Requires 128K.

AEC-20002-AP 5.25" disk only.	**$24.95**
AEC-20002L-AP Lab pack of 10.	**$124.95**

THE ANCIENT WORLD

Grades: 4 - 8

The set of programs introduces students to important periods of early world history: ancient Greece and ancient Rome. Students learn what life was like during these fascinating times.The colorful graphics make concepts spring to life! These programs are great for independent research, as tutorials, and even for reading comprehension. Each 3-disk program comes with a 16-page activity guide. Requires 48K.

Ancient Greece

JP-3237-AP 5.25" disk only.	**$44.95**

Ancient Rome

JP-3238-AP 5.25" disk only.	**$44.95**

Complete Series

JP-3239-AP 5.25" disk only.	**$79.95**

SUPER QUIZ KID

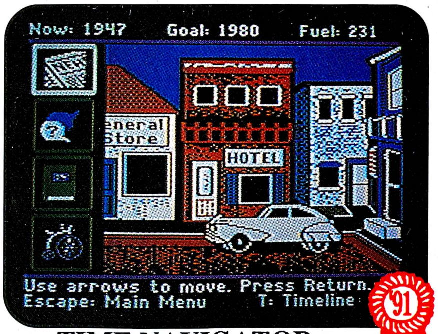
Grades: 3 - Adult

Using the computer, players test their knowledge of people and events in US and World history. Players start with $300 and then choose a category and degree of difficulty by betting either $5, $10, or $50.

1. Famous leaders, Past and Present
2. Historical and News Events
3. World Geography
4. Presidents of the United States

Requires 64K.

OC-3000B-AP 5.25" disk only w/backup.	**$78.00**
OC-3000L-AP Lab pack of 6.	**$195.00**



Now: 1947 Goal: 1980 Fuel: 231

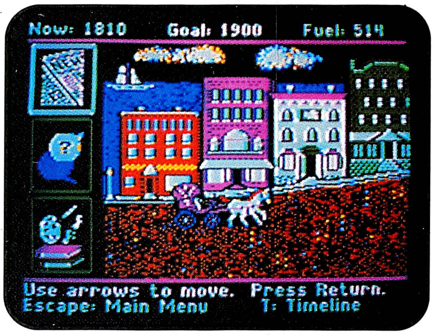
Use arrows to move. Press Return.
Escape: Main Menu T: Timeline

TIME NAVIGATOR

Grades: 8 - 12

Students use a "chronomobile" to travel back through 20th-century America. Their job is to return to the present or to any target year chosen by the teacher. To do this, they select a category such as headlines, popular songs, literature, conversations, movies, or cultural artifacts. They're shown three items from that category and must pick up the item that occurred most recently in history. Students will be developing important sequencing skills. If all goes well, they'll find their names on the Top Ten high-score list and be on their way to becoming 20th-century American history experts. Requires 64K.

MEC-247-AP 5.25" disk	$59.00
MEC-247L-AP Lab pack of 5.	$149.00
MEC-247-AP3 3.5" disk	$59.00
MEC-247L-AP3 Lab pack of 5.	$149.00



Now: 1810 Goal: 1900 Fuel: 514

Use arrows to move. Press Return.
Escape: Main Menu T: Timeline

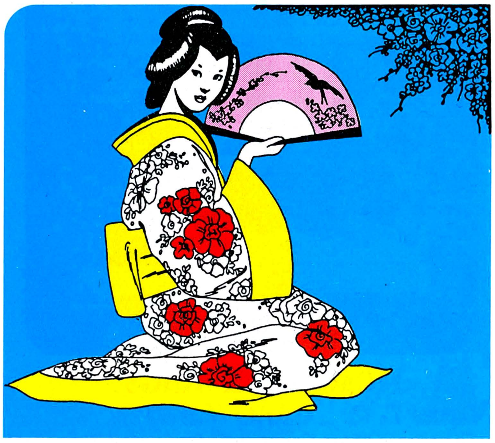
TIME NAVIGATOR LEAPS BACK

Gr.: 8 - 12

This simulation is a "prequel" to the original Time Navigator, it allows students to go back in time and try to navigate their way up to the year 1900 (or another year of the teacher's choice). To do this, students choose one of four topic categories - headlines, conversations, arts and literature, or artifacts - and then select from a group of three items the one that occurred most recently in history. If correct, students move forward in time, closer to their goal. If incorrect, however, they may go even farther back into the past. Unpredictable events, such as storms in the timestream, add further excitement and challenge. Program content focuses on developing historical sequencing skills. Two levels of operation: Discovery Level which focuses on subject-are content; Adventure Level which adds a challenging "arcade-like" aspect to the simulation.

Requires 128K.

MEC-225-AP 5.25" disk.	$59.00
MEC-225L-AP Lab pack 5.	$149.00

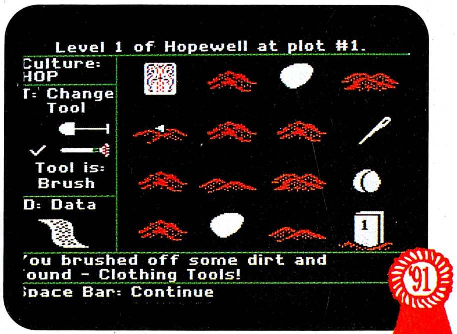


NON-WESTERN CULTURES

Grades: 6 - 12

With this series of drill and practice and learning game programs students will learn about the people, economy, and geography of the non-western world. These three programs will enhance your curriculum material on Africa, The Middle East, China, Japan, India, and Latin America. Includes Teacher's Lesson Planner and reproducible student worksheets. Requires 48K.

FM-6841B-AP 5.25" disk w/backup.	$99.00
FM-6841L-AP Lab pack of 12.	$297.00
FM-6841B-AP3 3.5" disk w/backup.	$99.00
FM-6841L-AP3 Lab pack of 12.	$297.00



Level 1 of Hopewell at plot #1.

Culture:
HOP

T: Change
Tool

Tool is:
Brush

D: Data

ou brushed off some dirt and
ound - Clothing Tools!
pace Bar: Continue

BLUEGRASS BLUFF

Grades: 5 - 11, Archaeology

Bluegrass Bluff is a simulation that capitalizes on the natural inquisitiveness of students. It encourages them to explore while they develop appropriate thinking skills and to identify, and determine the age of artifacts. As they explore each layer of artifact-filled soil, students discover a sequence of American cultures. When they uncover an artifact, students should carefully observe, record, and compare its characteristics with those of other artifacts and other cultures. The information collected enables students to draw conclusions and make predictions about artifacts, their characteristics, and where they can be found. The program allows the teacher to control the default measuring system used, the dating system used, and whether or not human remains are included on the site. Requires 128K.

MEC-256-AP 5.25" disk.	$59.00
MEC-256L-AP Lab pack of 5.	$149.00
MEC-256-AP3 3.5" disk.	$59.00
MEC-256L-AP3 Lab pack of 5.	$149.00

BALANCE OF POWER

Grades: 9 - 12

This unparalleled simulation challenges students' use of research and reasoning skills to direct global politics. Maps and an authoritative data base provide an accurate portrayal of the world and relationships between countries. The program can be used individually, or by groups on four levels. More than just an interesting and challenging activity, *Balance of Power* is a stimulating way to help your students gain insight into the geopolitical forces that shape our world...and develop an interest in political science that will last a lifetime. Requires 128K.

MNS-85783-AP 5.25" disk only.	$54.95
MNS-85783L-AP Lab pack of 5.	$109.90

THE OTHER SIDE

Critic's Choice

Grades: 7 - 12

Students face the challenges of achieving a peaceful coexistence in a world where interests and values conflict. Intrigue, mistrust, and limited resources are constant threats to peace. Working in groups, students collaborate to develop strategies for maintaining a stable economy, military responsibility, and national security. Students communicate over a computer hotline. Play on one computer or use a cable or modem to connect computers to different location.

TSP-40004-AP 5.25" disk only, 64K.	$69.95
TSP-40004L-AP Lab pack of 10.	$209.95

WHO'LL SAVE ABACAXI

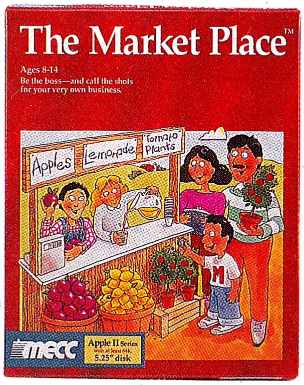
A Third World Government Simulation

Grades: 7 - 12

In order to better understand the complexities of development in the Third World, students role-play the newly elected president (and staff) of Abacaxi. The new president experiences the challenges and frustrations of governing a troubled country, while analyzing various development strategies and making difficult decisions. Overpopulation, high unemployment, low literacy, and increasing infant mortality are just a few of the problems your students will encounter in their three years as president. Research is available in the program, and students may check on economic progress and their own popularity as leader. When the simulation is used in conjunction with the supplementary material, students gain a greater comprehension of the intricacies and interdependence of global systems - political, economic, technological, environmental, and sociocultural. Student Workbook instructions allow the program to be used independently. Plus, a special stop-and-save feature has been included to allow you and your students to continue the simulation over several class periods. Requires 48K.

> *"...this simulation's realistic scenarios stretch one's decision-making faculties as the user chooses and watches the consequences of his or her actions"*
> --Booklist

FM-6842B-AP 5.25" disk only, w/backup.	$89.00
FM-6842L-AP Lab pack of 12.	$267.00



THE MARKET PLACE

Grades: 3 - 9

With this package, future entrepreneurs set up their own business selling apples, tomato plants, and lemonade. Because they control every aspect of their business, such as advertising and pricing decisions, they learn the basic economic concept of supply and demand and the rudiments of the free enterprise system.

Requires 64K.

MEC-160-AP 5.25" disk	$59.00
MEC-160L-AP Lab pack of 5.	$129.00
MEC-160-AP3 3.5" disk	$59.00
MEC-160L-AP3 Lab pack of 5.	$129.00

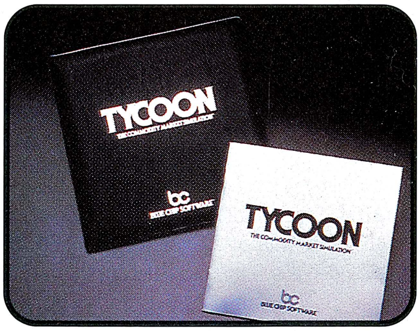
ECONOMICS: WHAT, HOW, AND FOR WHOM

Grades: 9 - 12

By means of simulations, tutorials, analysis, graph interpretation, and decision making, your students will learn and use the basic principles of economics. This 5-program series provides a thorough overview of economics, including its laws and definitions; and a comparison of capitalism, communism, and socialism. In addition, a computerized glossary provides students with the definitions of economics terminology.

Requires 48K.

FM-6100-AP 5.25" disk.	$169.00
FM-6100L-AP Lab pack of 12.	$507.00



TYCOON

Grades: 9 - College

In *Tycoon*, you'll learn the terms and stategies for making your investments pay. And by trading soybeans, wheat, coffee, lumber, gold, silver, and more, you'll learn to pick up on patterns and predict price changes.

Requires 64K.

BC-0095-GS.	$59.95

ECONOMICS MIND GAME

Grades: 7 - Adult

This game covers the economic concepts found in economics, business, home economics, and the consumer economics courses. The four courses are:

1) BasicEcon
2) MicroEcon
3) MacroEcon
4) ConsumerEcon

Requires 48K.

DEE-221-AP 5.25" disk only.	$49.95

BIZNES

Grades: 9 - College

This simulation of a basic business helps students understand the economics theory of the firm. In general, the package emphasizes three main constraints in business:

The Demand Curve
The Production Function
The Supply of Resources

CON-271-AP 5.25" disk only, 64K.	$75.00
CON-271L-AP Lab pack of 6.	$150.00

MARKET PLACE ECONOMICS

Grades: 9 - College

This economics program introduces students to supply, demand, and price determination, and ways the goal of maximum profit influences marketing behavior. This learning module demonstrates the generation of a market demand curve, the identification of equilibrium prices and quantities, and the setting of prices by a monopolistic seller to obtain maximum profit. Students decide whether or not to buy apples at various prices. The results are translated into a demand schedule and a demand curve. *Market Place Economics* comes with a teacher's guide complete with worksheets and discussion questions. Requires 48K.

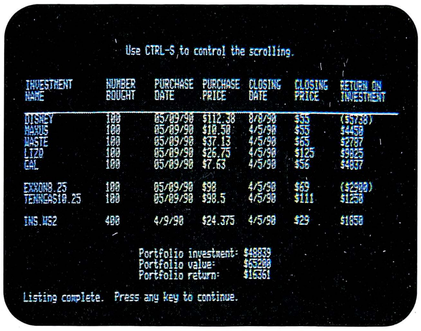
DEE-182-AP 5.25" disk only.	$49.95

ECONOMICS KEYWORD

Grades: 9 - 12

Students learn economics concepts and vocabulary by trying to identify economics terms covering consumerism, economic fundamentals, banking, government, business, and job-related facts. Students use synonyms, examples, definitions, historical references, etc. in identifying each economic keyword. Requires 48K.

FM-6121B-AP 5.25" disk.	$55.00
FM-6121L-AP Lab pack of 12.	$165.00
FM-6121B-AP3 3.5" disk.	$55.00
FM-6121L-AP3 Lab pack of 12.	$165.00



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               Use CTRL-S to control the scrolling.

INVESTMENT    NUMBER  PURCHASE  PURCHASE  CLOSING  CLOSING  RETURN ON
NAME          BOUGHT  DATE      PRICE     DATE     PRICE    INVESTMENT
----------------------------------------------------------------------
DISNEY        100     05/09/90  $112.38   8/8/90   $55      ($5738)
MAXUS         100     05/09/90  $10.50    4/5/90   $55      $4450
WASTE         100     05/09/90  $37.13    4/5/90   $65      $2787
LIZO          100     05/09/90  $26.75    4/5/90   $125     $9825
GAL           100     05/09/90  $7.63     4/5/90   $56      $4837

EXXON8.25     100     05/09/90  $98       4/5/90   $69      ($2900)
TENNGAS10.25  100     05/09/90  $98.5     4/5/90   $111     $1250

INS.MG2       400     4/9/90    $24.375   4/5/90   $29      $1850

                    Portfolio investment: $48839
                    Portfolio value:      $65200
                    Portfolio return:     $16361

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PORTFOLIO

NEW '92 RELEASE

Grades: 7 - 12

Have your students create their own financial portfolio of stocks, bonds, and mutual funds with *Portfolio*. With a unique combination of Tutorial, tracker, and Simulation, *Portfolio* provides great instruction and 2 unique opportunities for students to practice what they've learned.

In *Tracker*, students select and enter up to 99 stocks, bonds and mutual funds each, then add to and update their portfolio on a day-by-day basis. Students view their Portfolio summary to see their return on investments and the overall portfolio value. Students can print their summary or graph individual performance to the screen.

In *Simulation*, with operating capital the student simulates managing a portfolio. The user selects up to 10 stocks, and 5 mutual funds from a list of companies of low, medium and high risk industries. Significant political, technological and economic events that can affect the market flash across the screen, at which point the user opts to buy, sell or hold the investment. Create junior executives with your lesson plans that take advantage of *Portfolio's* ability to turn a routine Economics lesson into a trip to the exchange. The accompanying Teacher's Guide comes filled with numerous lesson ideas and attractive black-line masters for data gathering.

Requires 128K.

DC-370-AP 5.25" disk.	$129.95
DC-370L-AP Lab pack of 10.	$389.85
DC-370-AP3 3.5" disk.	$129.95
DC-370L-AP3 Lab pack of 10.	$389.85

MEASURING ECONOMIC ACTIVITY

Grades: 9 - 12

Measuring Economic Activity introduces students to important economic indicators, including unemployment rates, stock prices, inflation, consumer price index, and GNP. Students enter data they've gathered into the computer and watch graphs and charts of their findings. Students study each economic indicator individually and collectively. Printouts are obtainable for all results.

Requires 48K.

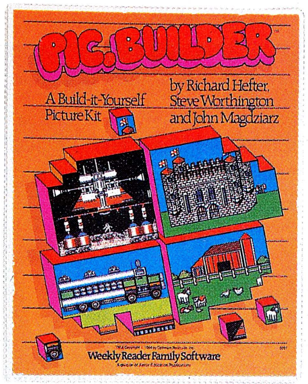
FM-6110B-AP 5.25" disk.	$55.00
FM-6110L-AP Lab pack of 12.	$165.00
FM-6110B-AP3 3.5" disk.	$55.00
FM-6110L-AP3 Lab pack of 12.	$165.00

TEDDY BEAR-RELS OF FUN

Grades: 2 & Up

This program contains two disks, one of which is a graphics library. *Teddy Bear-rels of Fun* enables young students and teachers to create stories, pictures, posters, labels, stickers, and countless other items. It contains over 200 pieces of art (the Teddy Bear characters, backgrounds, scenes, and props) as well as borders and a text writer with varied typefaces for writing stories, messages, and captions. Requires 64K.

DLM-16705-AP 5.25" disk only.	$39.95
DLM-16705L-AP Lab pack of 5.	$99.00


PIC.BUILDER
A Build-it-Yourself Picture Kit
by Richard Hefter, Steve Worthington and John Magdziarz
Weekly Reader Family Software

Critic's Choice

"...wonderfully innovative..." - Parent Guide

PIC. BUILDER

Grades: 3 - adult

A build-it-yourself picture kit that lets imagination run wild while developing important computer skills. Start with the 40 build-by-number pictures stored on the disk... go on to create your own pictures. Beyond graphics, use *Pic. Builder* to develop computer practices and concept skills. Requires 48K.

XR-9602-AP 5.25" disk only.	$49.95
XR-9602L-AP Lab pack of 6.	$119.95

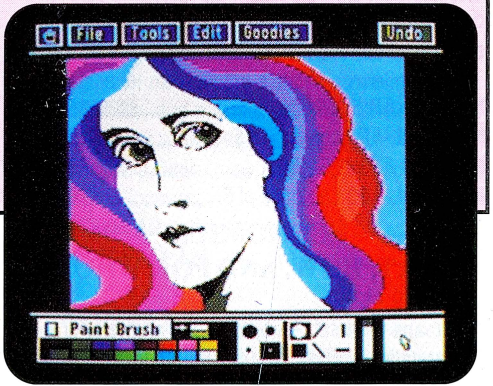
DAZZLE DRAW

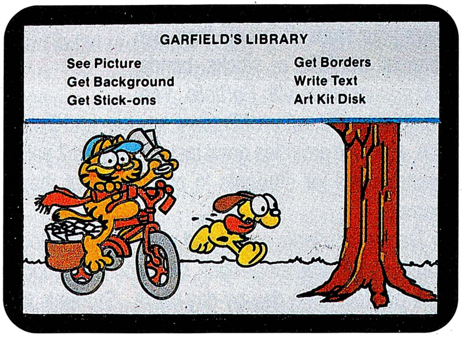
Critic's Choice

Grades: 3 - 12

Whether you're painting your masterpiece or just doodling, you'll be amazed by the power, color and detail of *Dazzle Draw*. It's simple enough for beginners, yet sophisticated enough to create the professional-quality graphics. *Dazzle Draw* also lets you create and store standard graphics files that can be incorporated into other programs. You can even print out your creations on a wide variety of color and black-and-white printers or create colorful slide shows. Requires 128K.

BRO-89-AP 5.25" disk.	$69.95
BRO-89L-AP Lab pack of 5.	$139.95
BRO-89-AP3 3.5" disk.	$69.95
BRO-89L-AP3 Lab pack of 5.	$139.95





CREATE WITH GARFIELD DELUXE EDITION

Grades: 2 & Up

With this unique two-disk program, it's easy for everyone to be creative in designing personalized Garfield posters, cartoons, labels and more. Includes over 200 pieces of art and a variety of typefaces and Activities Booklet. Stimulates writing and artisitic skills, encourages creative thinking, and offers practice in writing dialogue. Requires 64K.

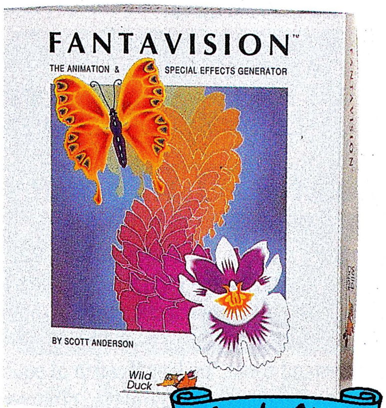
DLM-76711-AP 5.25" disk only.	$49.95
DLM-76711L-AP Lab pack of 5.	$99.00

GARFIELD COMPANION DISK

Grades: 2 & Up

125 additional graphics for Create W/Garfield Regular and Deluxe Editions plus backgrounds, props, and pals. Requires Create W/Garfield.

DLM-16721-AP 5.25" disk only.	$24.95



Critic's Choice

FANTAVISION

Grades: 4 - 12

The fun begins as you plot the points of your creations, fill them with vivid colors and then watch them as they unfold, turn, spin, bounce... virtually come alive on the computer screen. Draw stick figures, solid shapes, lines, faces, bodies, etc., using a mouse, joystick or graphics tablet. The computer will make up to 64 drawings for every one you draw, producing cell animation, style movement and special effects.

Apple IIGS Requires 256K

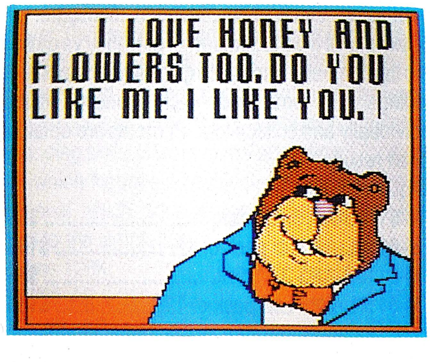
BR0-41-GS 3.5" disk , w/backup.	$79.95
BRO-41L-GS Lab pack of 5.	$195.00

STICKYBEAR PRINTER

Grades: 3 & Up

Dozens of background and border patterns, hundreds of decorations, and ten fonts allow users to design custom pictures... wrapping paper... stationery and cards. *Stickybear Printer* capability also allows for printing and illustrating books, arranging data in chart forms - even creating 3D scenes! A versatile print dump program supports most popular printers. Requires 48K.

XR-1686-AP 5.25" disk only.	$49.95
XR-1686L-AP Lab pack of 6.	$119.95



I LOVE HONEY AND FLOWERS TOO. DO YOU LIKE ME I LIKE YOU.

STICKYBEAR PRINTER PICTURE LIBRARY #1

Hundreds of additional pictures, backgrounds, typefaces and patterns on two disks. Allows you to build towns, greeting cards, folding toys, and lots more. Requires *Stickybear Printer.*

XR-8527-AP 5.25" disk only.	$49.95
XR-8527L-AP Lab pack of 6.	$119.95

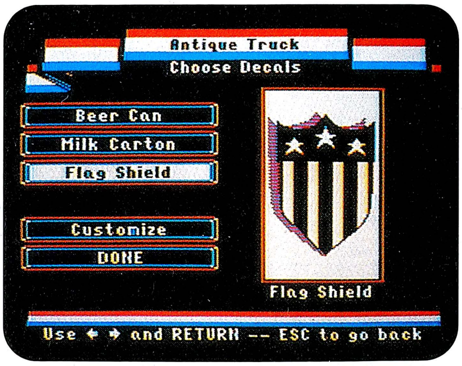
816 PAINT

Grades: 6 - 12

This enhanced paint program takes advantage of *Apple IIGS* color graphics while providing cross compatibility with the *Apple II* series. You can create video slides, and clip art for desktop publishing. It contains an easy-to-use icon Mac-type menu. Any object can be scaled, rotated, stretched or used as a paint brush. The entire screen is visible when you are painting. Requires 128K.

BAU-816-AP dual pack .	$75.00

For more Art programs, please see page 6.



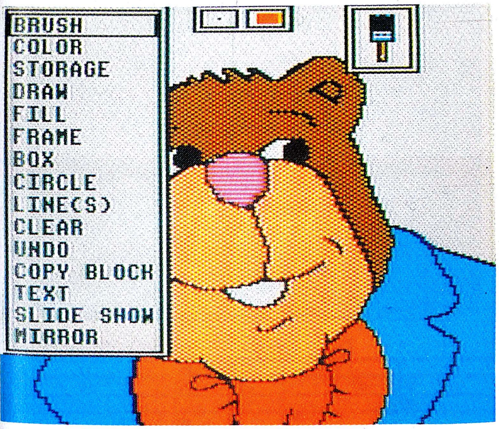
THE TOY SHOP

Grades: 6 - 12

The Toy Shop lets your students build 20 different working models. Many with historic or scientific significance, like Spirit of St. Louis and a balloon-powered steam engine. They're a natural for class projects in art, physical or social sciences.

The Toy Shop designs are printed out on ordinary computer paper, then pressed to self adhesive cardstock, supplied with the program. Any of the designs can be personalized by adding custom patterns, graphics and text. If students make a mistake, no problem. It can always be printed out again. Once assembled, all have working features. The rubber-band powered Helicraft soars in the air. The Balancing Jet floats on the head of a pin. The Equatorial Sundial and Medieval Catapult are fully functional. Each model illustrates basic principles of engineering, and each is a satisfying project your students will take pride in. Requires 64K.

BRO-25250-AP 5.25" disk only. **$69.95**



STICKYBEAR DRAWING

Grades: 2 & Up

This fun program makes it easy for you to be an artist! Whether you use keyboard... mouse... joystick... or touchpad, this unique, menu-driven program is easy and fun to use. Special features you can choose include Freehand Draw, Circle, Box or Lines, plus a variety of brushes and colors. You can undo (erase) without losing the rest of the picture. The picture can also be saved to disk or loaded from disk, plus it has a zoom feature to correct individual pixels. Other features are: Slide Show, Repeat and Print.

XR-4768-AP 5.25" only. **$49.95**
XR-4768L-AP Lab pack of 6. .... **$119.35**

DELTA DRAWING

Grades: PreK - 5

Delta Drawing Learning Program is the perfect program for kids of all ages - even if they've never used a computer before. It lets you have fun drawing and coloring while you learn computer programming concepts. You use single keystroke commands. Press "D" to draw and "R" to move right. You begin by drawing simple pictures that actually produce computer programs but soon you learn to write programs that draw more complex pictures.

5.25" disk only, Requires 64K.

PI-105-AP **$69.95**

DELUXE PAINT II

Deluxe Paint II has spectacular graphic power. This program gives you the capability to zoom in for details, play with perspectives (changing 2D to 3D), allows you to change and mix colors at will, fill any bounded space with any pattern you create or with a gradient blend of colors and much more.

Features:

*Stencils - let you paint "behind" and "in front of" other objects and art

*Smooth - lets you create soft, smooth color transitions and helps get rid of jagged edges

*Brush Selection - lets you pick up any piece of painting and use it as a brush

*Brush Modes & Transformations - Lets you manipulate any brush. Includes, rotate, flip, shear, resize, shade, smear and cycle

*Color Cycle - Let's you create animation effects. 4 different color cycles, each with its own speed and range of colors, and reversible cycle directions

*Complete Shape & Line Tools - lets you easily make broken lines, smooth lines and curves, plus filled or unfilled squares, circles, ovals, ellipses or any shaped polygon

Requires: IIGS, 768K RAM, Color Monitor, Mouse, 3.5 disk drive

NSP-2022-GS (original $125.00). **$69.00**

DELUXE PAINT: ART PARTS VOL. 1

Expand the possibilities of Deluxe Paint with this Art Library. Over 150 images from seven categories, including maps, graphs, faces, Africa, aliens, dinosaurs, and birds. Requires *Deluxe Paint II*.

NSP-2022A-GS **$39.95**

MACDRUMS

Grades: 1 - Up

The lights dim, the crowd roars, and you're on stage...with dozens of different drums and percussion instruments at your fingertips. You are the drummer! And you don't need any musical knowledge or experience . You can start making music in less than 2 minutes. You command 35 different instruments. They sound incredibly real becasue MacDrums uses digital samples of actual instruments.

Two 400K disks, Complete Program Guide and Prerecorded tracks to play and customize. Indudes MacDrums MIDI for use with your own drum machine. 512K Macintosh, Macintosh Plus, and SE

NSP-2157-MAC **$39.95**

THE MUSIC STUDIO

Grades: 7 - Adult

Compose your own music, create your own insturments and effects. The Unique "music paintbox" allows you to doodle, compose, experiment and explore. Notes of different sizes and colors can be painted up and down the staff, then played back instantly. Fix notes in place, change instruments or erase an entire piece, all at the touch of a button. Paintbox compositions can be transferred to the Music Editor where all the power of *The Music Studio* is available. Music composition was never easier - all you need is a mouse, joystick or keyboard. Modify tempos, note duration, instruments, volume and more. Use with MIDI interfaces to connect to electronic instruments. Add lyrics, save and print compositions. Experiment with a variety of professional studio features. Take a sound and shorten, lengthen, mix, twist and turn it. All the dynamics of a sound synthesizer are right at your fingertips.

Supports the following MIDI interfaces: Apple MIDI Interface, Opcode Studio Plus Two & The Professional Plus, Passport MIDI Interface, Passport MIDI Interface for Apple II (MIDI out only).

NSP-2156-MAC **$49.95**

MUSIC CONSTRUCTION SET

Grades: 7 - Adult

Read Music?
Play an Instrument?
Play by Ear?

Music Construction Set is a great way to learn about music and have fun doing it. Play 15 notes at a time with your choice of 2 instruments, produce a sound quality near that of a compact disc player. You can pick from a full range of instruments from piano to sax, from guitar to snare drum and more. The music included ranges from rock and roll to ragtime, nursery rhymes to baroque. It's fun to punch one up and play it, but it's even more fun to change it. Compose, rewrite and playback your own compositions. Make it faster, slow it down, make it softer or louder...You have power that Mozart never dreamed of right at your fingertips. Apple IIGS, Requires 256K

NSP-2155-GS (original $60.00). **$45.00**

DELUXE MUSIC CONSTRUCTION SET

Macintosh only.

NSP-2155-MAC (original $125.00). **$95.00**

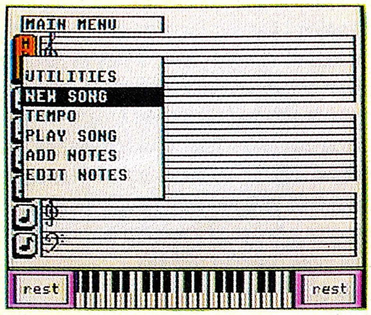
STICKYBEAR MUSIC

Grades: 1 - Adult

Stickybear Music is a novel program which teaches fundamentals of music notation and composition for children. Compose original music, play it, make changes, listen again. Work with compositions until the sound is right. Music can be stored on the disk and printed. Pre-recorded songs are stored on the disk and may be played or modified. Exercises help users learn musical terms and tools. The word-processor like environment makes alterations easy. The manual contains notations for more than 10 songs.

Requires 48K.

XR-9655-AP 5.25" disk only. **$49.95**
XR-9655L-AP Lab pack of 6. .... **$119.95**



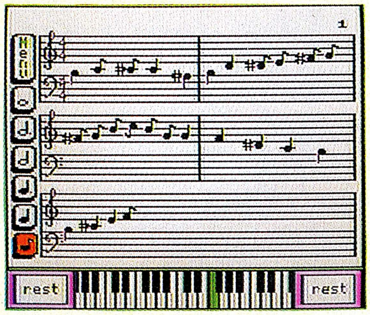
STICKYBEAR MUSIC LIBRARY 1

Grades: 1 - Adult

Stickybear Music Library1 is an add-on program, which must be used in conjunction with *Stickybear Music*. The add-on provides 39 pre-recorded songs on disk, which can be played as they are, or modified to suit the user.

Requires 48K.

XR-9656-AP 5.25" disk only. **$49.95**
XR-9656L-AP Lab pack of 6. .... **$119.95**



JAM SESSION

Grade: All ages

Now your students can play professional sounding music:.. even if they have no musical background or knowledge. Students can improvise live notes and short melodic figures or "riffs". Double keying allows counterpoints. Well over 2,000 notes and riffs are available across a wide range of categories, including classical, country, jazz, reggae, blues, and rap. *Jam Session* is friendly and accessible, yet challenging enough for advanced students. Excellent for exploring scales and styles of musical expression.

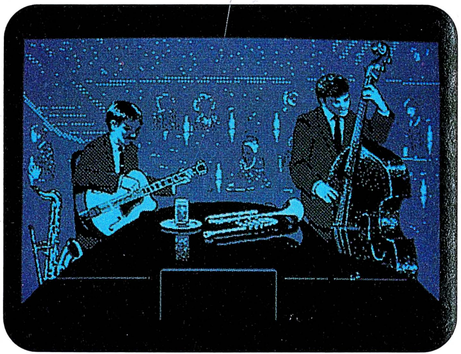
Apple IIGS Requires 768K.

BGS-12155-GS 3.5" disk. **$59.95**

New, upgraded, Macintosh version. Works with any Mac from Macintosh Plus to the Quadras and is compatible with System 7.0.

Macintosh Requires 512K.

BGS-12155-MAC 3.5" disk. **$59.95**



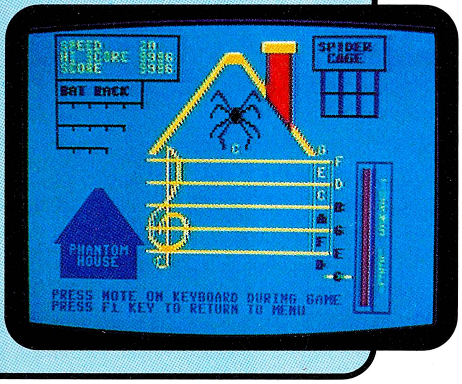
THE NOTABLE PHANTOM

Grades: K - 10

Learn to play a keyboard instrument and to read music with the fun of ghosts, spiders and the Notable Phantom. Ghosts plot notes on a musical staff for you to play on the piano keyboard before the ghosts carry the notes away. Spiders carry in note names that you must play correctly to capture the spiders in spider cages. Listen while the Phantom plays his musical note and play the same note as you hear and win points. Play and save your own music.

Requires 64K

DW-111-AP 5.25" disk only. **$49.94**



PRESS NOTE ON KEYBOARD DURING GAME
PRESS F1 KEY TO RETURN TO MENU

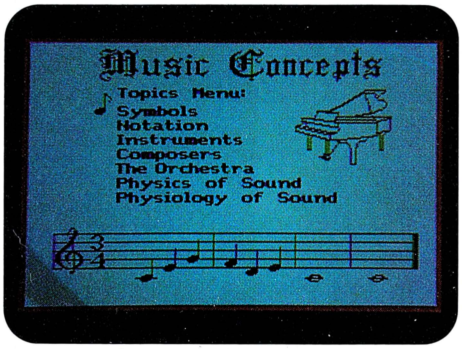
MAGIC PIANO

Grades: 2 & up

> *"What a fun way to learn music. Imaginative, natural and effective."*
> - Madi Bacon, Founder San Francisco Boys Choir

With this entertaining, easy-to-use program, every teacher can introduce music in the classroom. Kids spend hours of creative fun while learning music fundamentals. The Rhythm Game teaches note values and timing. In the Melody Game children play a computerized "Simon Says" to train their musical ears. The *Magic Piano* transforms your computer keys into piano keys. Beginners can compose tunes in minutes and hear their masterpieces played back. They'll be thrilled to see their songs magically displayed and printed in musical notation. Requires 64K.

EDS-1201-AP 5.25" disk only. **$49.95**

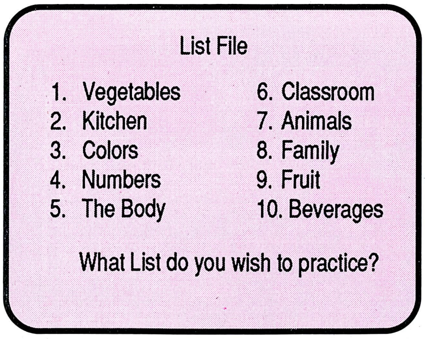


MUSIC CONCEPTS

Grades: 4 - Adult

Music Concepts is a learning system which introduces the concepts of music theory, music history and the science of sound. **Disk #1** contains programs that are used to study Music Symbols and Notation, Types of Instruments, Composers, the Orchestra and the Physics and Physiology of Sound. On **disk #2**, practice is provided in recognizing melodies, rhythm patterns and pitches. The Composer is used to create and play back melodies. Requires 128K.

VT-040-AP 5.25" disk. **$59.95**
VT-040L-AP Lab pack of 10. .... **$239.95**
VT-040-AP3 3.5" disk. **$59.95**
VT-040L-AP3 Lab pack of 10. .... **$239.95**



List File

1. Vegetables
2. Kitchen
3. Colors
4. Numbers
5. The Body
6. Classroom
7. Animals
8. Family
9. Fruit
10. Beverages

What List do you wish to practice?

VOCABULARY DRILL

Grades: 1 - College

This is a drill and practice program available for either German, French or Spanish to English translation and vice-versa. The program includes several practice files and allows the teacher, parent or students to develop additional specific files. A score summary is presented at the end of this program. Requires 64K.

CTI-503G-AP German, 5.25" disk only. **$29.95**
CTI-513F-AP French, 5.25" disk only. **$29.95**
CTI-523S-AP Spanish, 5.25" disk only. **$29.95**

SPANISH READING MASTERY SERIES

Grades: 7 - 12

The content of each story is on grade level and will maintain a high level of interest and enthusiasm. In addition to improving your students' reading comprehension skills, this story series is designed to help your students add vocabulary through context clue exercises. Each series consists of 3 levels with 5 original stories contained in each level. Every story is composed of 10 passages. Each passage contains a blank space representing a missing word or expression. For each blank space, 4 possible completions are provided. Requires 64K.

RG-SR1-AP Spanish I, 5.25" disk only. **$39.95**
RG-SR2-AP Spanish II, 5.25" disk only. **$39.95**
RG-SR3-AP Spanish III, 5.25" disk only. **$39.95**
RG-SRS-AP Complete Set, 5.25" disk only. . **$89.95**

HANGMAN

Grades: 10 - College

Foreign Language *Hangman* was developed to augment the learning of a foreign language in a fun and interesting way. Patterned after the familiar hangman game, the program allows the user to select from word lists already on the file and then to guess letters from the foreign alphabet which are in a specific word. The student has the option of guessing the spelling of the entire word at any time and also inputting the English meaning. A score summary is provided as well as positive reinforcement. The program also includes Teacher/Parent management system which includes making additional word lists, printing hard copies, deleting lists, etc. Requires 64K.

CTI-553S-AP Spanish, 5.25" disk only. **$29.95**
CTI-533G-AP German, 5.25" disk only. **$29.95**
CTI-543F-AP French, 5.25" disk only. **$29.95**

¿Señor?
SCORE
3
4
os Tiempos (rest.)

TICKET TO SPAIN

Grades: 7 - 12

Play in Spanish or English! Traveling through Spain in search of a family heirloom, you explore historical landmarks, converse with locals, shop or dine in authentic locales. Requires 128K.

AEC-TTS-AP 5.25" disk only. **$39.95**

TICKET TO PARIS

Grades: 7 - 12

Play in French or English! You are on your way to Paris to find a lost cousin. As you book a hotel room, visit museums, explore the city or try French cuisine, you learn about French culture, language, history, art, banking, shopping and much more. Requires 128K.

AEC-TTP-AP 5.25" disk only. **$39.95**

THE LINKWORD LANGUAGE SERIES

Grades: 8 & Up

Linkword is based on imagery, linking foreign words to accoustically similar English words. For example, the Spanish for Cow is ***vaca*** - imagine a cow with a vacuum cleaner, cleaning a field. With this technique, you will learn grammar, pronunciation, and a 400-word vocabulary - covering such topics as Food, Travel, Emergencies, Numbers, Leisure, People and others. Each disk comes with an audio tape so you can hear the correct pronunciation of the words you are learning.

Apple Requires 64K.

ART-030F32-AP Spanish, 5.25" disk. **$29.95**
ART-031F32-AP French, 5.25" disk. **$29.95**
ART-032F32-AP German, 5.25" disk. **$29.95**
ART-033F32-AP Italian, 5.25" disk. **$29.95**
ART-034F32-AP Russian, 5.25" disk. **$29.95**
ART-035F32-AP Greek, 5.25" disk. **$29.95**
ART-036F32-AP Dutch, 5.25" disk. **$29.95**
ART-037F32-AP Portuguese, 5.25" disk. **$29.95**
ART-038F32-AP French II, 5.25" disk. **$29.95**

Apple IIGS Requires 512K.

ART-030F32-GS Spanish, 3.5" disk. **$29.95**
ART-031F32-GS French, 3.5" disk. **$29.95**
ART-032F32-GS German, 3.5" disk. **$29.95**
ART-033F32-GS Italian, 3.5" disk. **$29.95**
ART-034F32-GS Russian, 3.5" disk. **$29.95**
ART-035F32-GS Greek, 3.5" disk. **$29.95**
ART-036F32-GS Dutch, 3.5" disk. **$29.95**
ART-037F32-GS Portuguese, 3.5" disk. **$29.95**

Macintosh Requires 512K.

ART-030F32-MAC Spanish, 3.5" disk. **$29.95**
ART-031F32-MAC French, 3.5" disk. **$29.95**
ART-032F32-MAC German, 3.5" disk. **$29.95**

ITALIAN COMPUTERIZED GRAMMAR I

This program includes 20 modules designed to accompany and reinforce the beginning textbook by presenting a Review and Practice of basic grammar structures, including: subject pronouns; adjective agreement; present tense of regular and irregular verbal essere and avere; idioms, direct and indirect object pronouns; present perfect tense. More than 1,000 practice items. Requires 64K.

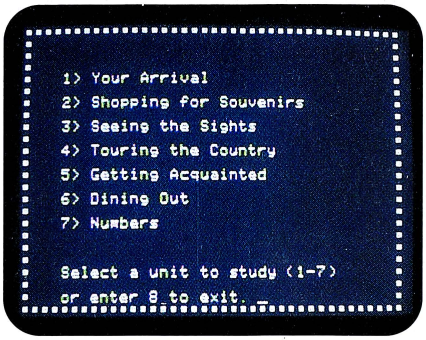
LF-4001B-AP 5.25" disk only, w/backup. **$59.95**
LF-4001B-MAC w/backup. **$59.95**

FRENCH GRAMMAR COMPUTERIZED II

Grades: 10 - Up

Modules include: Passe compose, imperfect, future, conditional, subjunctive, si-clauses; possessive, demonstrative, relative pronouns, problem verbs. Over 100 practice exercises. Requires 64K.

LF-2006-AP-5.25" disk only, w/backup. $59.95
LF-2006-MAC **$59.95**



```
1> Your Arrival
2> Shopping for Souvenirs
3> Seeing the Sights
4> Touring the Country
5> Getting Acquainted
6> Dining Out
7> Numbers

Select a unit to study (1-7)
or enter 8 to exit. _
```

GRADE A SPANISH

Grades:: 7 - Adult

This easy-to-use instructional aid is designed for the student beginning to learn Spanish, as well as for the adult who wants to brush up on high school or college Spanish. Excellent for travelers! You'll enjoy developing many practical conversational skills. Contains 7 instructional units focusing on common activities such as getting acquainted, shopping, or dining out. Following each lesson, unique self-scoring quizzes and unit tests help you check your progress. And you can choose whether tests are given in a Spanish to English or English to Spanish format...an extremely effective way to learn a foreign language! Requires 128K.

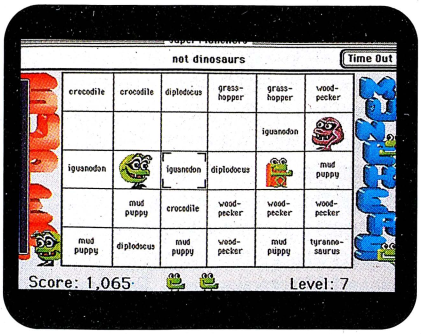
NSP-2157-AP 5.25" disk only. **$19.95**

SPANISH ACHIEVEMENT SERIES

Grades: 10 - College

The Spanish Achievement Series offers intensive vocabulary and grammar review practice - specifically for the CEEB Spanish Achievement Test. An option enables students to skip a problem and return to it later. Students may select questions in random or sequential order. Random selection, Which most closely approximates the actual CEEB test, generates an estimated score. Requires 64K, 5.25" disk only.

MCW-481-AP Spanish Achievement I. **$49.95**
MCW-483-AP Spanish Achievement II. **$49.95**
MCW-485-AP Spanish Achievement III. **$49.95**
MCW-479-AP Complete Set. **$135.00**



not dinosaurs

crocodile	crocodile	diplodocus	grass-hopper	grass-hopper	wood-pecker
				iguanodon	
iguanodon		iguanodon	diplodocus		mud puppy
	mud puppy	crocodile	wood-pecker	wood-pecker	wood-pecker
mud puppy	diplodocus	mud puppy	wood-pecker	mud puppy	tyranno-saurus

Score: 1,065 Level: 7

SUPER MUNCHERS

Grades: 3 - Adult

Like its famous cousins - *Number Munchers* and *Word Munchers*-*Super Munchers*' arcade-action setting provides a fun backdrop for learning. Absorbed in the game's fast pace, your students probably won't even realize what a workout thry're giving their wits. As they play, they'll test their knowledge of geography, animals, food and health, famous Americans, music, and "munch" more-all while learning increasingly complex facts. An exercise in logic, classification skills, and general knowledge-as well as a test of reflexes-*Super Munchers* features 10,000 fascinating facts in 130 categories, three levels of difficulty, and five content settings for hours of munching and learning fun. To ensure that your students get the most out of their *Super Munchers* experience, you can customize the program to their level of mastery in two ways. You can use either the predetermined Quick Set option that coincides with your students' grade level, or you can opt for detailed customizing by implementing up to 305 rules. Then, protect your choices with the password feature. Requires 1 meg, Mac plus or higher.

MEC-215-MAC. **$69.00**
MEC-215L-MAC Lab pack of 5. .... **$169.00**

	Longest River in the world? Nile.
50 ÷ 10 = ? 5	
Largest State in the U.S.A.? Alaska.	**1st President of United States? George Washington.**
Painted "The Bathers"? Cezanne.	**Wrote "Moby Dick"? Melville.**

THE GREAT FACT GAME

Grades: 3 - 12

The Great Fact Game is a versatile game utility for all subject areas. Containing more than 1000 items encompassing math, reading, language arts, science, and social science objectives this program is able to transform any subject into a self-directed activity and motivates children to succeed. Features: you are allowed to modify the program to include any content, accommodates multiple or single players, high-resolution graphics and entertaining sound effects, Teacher's manual included. Requires 48K.

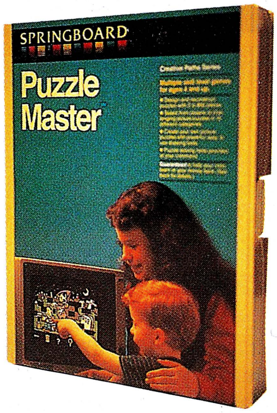
SEP-10XB-AP 5.25" disk, w/backup. **$29.99**
SEP-10XL-AP Lab pack of 5. .... **$109.99**
SEP-10XB-AP3 3.5" disk, w/backup. **$29.99**
SEP-10XL-AP3 Lab pack of 5. .... **$109.99**

GO TO THE HEAD OF THE CLASS

Grades: 3 & Up

Highly competitive general knowledge game. Players advance from desk to desk by giving correct answers to vocabulary, math, geography, or history questions. Three levels of play: Junior, Senior, Graduate. Contains instructions. Requires

MB-7256-AP 5.25" disk only. **$39.95**

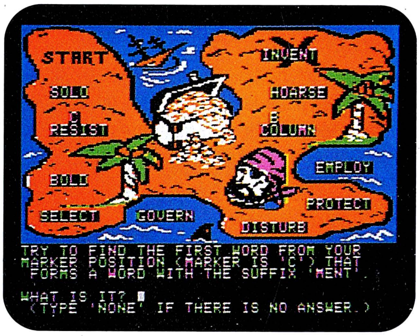


PUZZLE MASTER

Grades: PreK - Adult

Puzzle lovers - test your skill with computerized jigsaw puzzles. Puzzles Master has dozens of high-resolution puzzles to solve. choose scary picture, cartoons, reptiles or one of seven other categories or create your own. Multiple skill levels. Requires

SPR-9200-AP 5.25" disk only. **$34.95**



```
TRY TO FIND THE FIRST WORD FROM YOUR
MARKER POSITION (MARKER IS 'C') THAT
FORMS A WORD WITH THE SUFFIX 'MENT'.

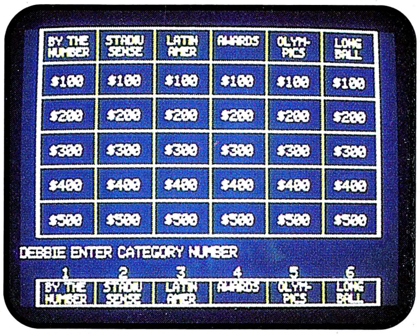
WHAT IS IT?
(TYPE 'NONE' IF THERE IS NO ANSWER.)
```

TREASURE COVE

Grades: 4 - 6, Remedial: 7 - 8

The computer displays a cleverly drawn treasure island game board counting words (or numbers), and generates a teaching item to be matched with its nearest partner on the game board. Each Treasure Cove disk contains data for four different skills, as shown below. The computer randomly selects the data, assuring students of a new challenge every time they play. Accompanying Teacher's Guide shows method and content used in the program.

Reading: Plurals, prefixes, suffixes.
DC-350-AP 5.25" disk only. **$39.95**
Math: Addition, subtraciton, multiplication and division of fractions, and decimals.
DC-351-AP 5.25" disk only. **$39.95**
Complete Set
DC-352-AP 5.25" disk only. **$79.95**



BY THE NUMBER	STADIUM SENSE	LATIN AMER	AWARDS	OLYM-PICS	LONG BALL
$100	$100	$100	$100	$100	$100
$200	$200	$200	$200	$200	$200
$300	$300	$300	$300	$300	$300
$400	$400	$400	$400	$400	$400
$500	$500	$500	$500	$500	$500

```
DEBBIE ENTER CATEGORY NUMBER
```

1	2	3	4	5	6
BY THE NUMBER	STADIUM SENSE	LATIN AMER	AWARDS	OLYM-PICS	LONG BALL

JEOPARDY

Grades: 8 - Up

Sharpen your wit, steady your nerves. Get ready to select your category, place your wager and challenge yourself. Jeopardy is hours and hours of fun with hundreds of categories and over 1,000 actual questions, even the daily double. Play with friends or against the computer. Requires 64K.

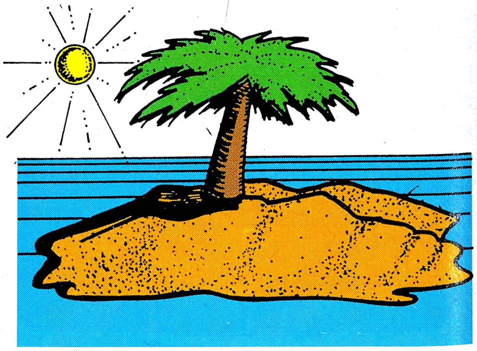
NSP-2108-AP 5.25" disk only. .... ~~$12.95~~.....**$7.95**

JEOPARDY SPORTS EDITION

Grades:

Now a version of one of T.V.'s favorite game show for the sports enthusiast in your family. Categories include gymnastics, Swimming, Track, Football, and many more. Requires 64K.

NSP-2119-AP 5.25" disk only. ..... ~~$17.95~~.....**$8.95**



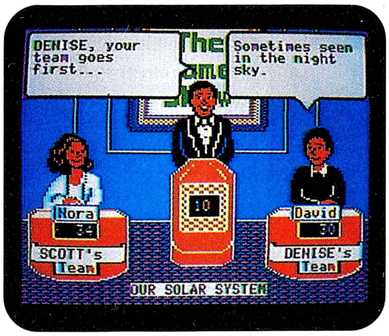
CASTAWAY'S DILEMMA

Grades: Jr. High - Adult

A stimulating simulation of cooperation and competition... This program is an entertaining and rewarding learning activity for individuals and classes in political science, business, economics, psychology, sociology, and social science. Features include: single or multiple players, comprehensive editor allows you to customize the program for exploration of all cooperation-competition, high-resolution graphics, entrancing sound effects and captivating animation. Requires 48K.

SEP-150B-AP 5.25" disk, w/backup. **$39.95**
SEP-150L-AP Lab pack of 5. .... **$119.95**
SEP-150B-AP3 3.5" disk, w/backup. **$39.95**
SEP-150L-AP3 Lab pack of 5. .... **$119.95**

THE GAME SHOW



Grades: 6 - Adult

With its popular quiz show format, *The Game Show* teaches information, vocabulary and essential thinking skills, Animated game partners motivate learning in this fun game of clues and target concepts. Their questions start with general clues, them home in more and more specific facts, helping players use logical thinking and deductive reasoning. A right answer wins points - and applause.

AI-GS-AP 5.25" disk w/backup, 64K. **$49.95**
AI-GS-AP3 3.5" disk w/backup, 64K. **$49.95**

Additional Data Disks, 5.25" disks
$19.95 ea.

WIN WITH WORDS 1

Grades: 4 - 6
Beginning lessons on language, science and social studies for young learners.
AI-GS1-AP 5.25" w/backup
AI-GS1-AP3 3.5" w/backup

WIN WITH WORDS 2

Grades: 4 - 6
Intermediate lessons on language arts, social studies, science and math.
AI-GS2-AP 5.25" disk w/backup
AI-GS2-AP3 3.5" disk w/backup

FOREIGN LANGUAGE WORDS

Grades: 6 - Adult
Vocabulary lessons in Spanish, French, and German.
AI-GS6-AP 5.25" w/backup
AI-GS6-AP3 3.5" w/backup

YOU & YOUR WORLD

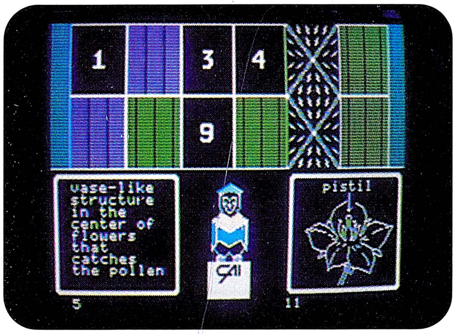
Grades: 1 - 3
Ready to use lessons about geography, world culture, and history.
AI-GS5-AP 5.25" w/backup
AI-GS5-AP3 3.5" w/backup

PEOPLE, PLACES & THINGS

Grades: 4 - Adult
Intermediate and advanced lessons on history, science, and social studies.
AI-GS3-AP 5.25" w/backup
AI-GS3-AP3 3.5" w/backup

MOVIES AND TELEVISION

Grades: 6 - Adult
Hundreds of entertainment questions.
AI-GS4-AP 5.25" w/backup
AI-GS4-AP3 3.5" w/backup


1
3
4
9
vase-like structure in the center of flowers that catches the pollen
pistil
CAI
5
11

MASTER MATCH

Grades: 1 - Adult

Match wits with the computer or a friend while you challenge your memory and reasoning skills, while the friendly feathered owl, master of ceremonies, invites you to find logical matchers in images and words hidden beneath numbered mystery squares. Peek under two squares each turn, then use your reasoning skills, factual knowledge and visual memory to win points. Tension mounts as players uncover clues in six different formats: Picture Word Matches, Fill-in-the-Blank Questions, Math equations, and more. For one or more players.

5.25" disks with backups, Requires 48K
AI-MM-AP. **$49.95**

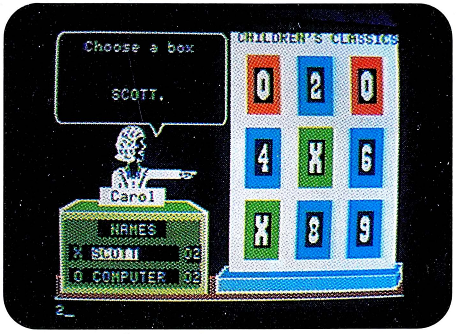
Data disks

Basic Skills Grades: 1 - 4
AI-MM1-AP **$19.95**

Science and Math Grades: 1 - 4
AI-MM2-AP. **$19.95**

Math & Social Studies Grades: 4 - 6
AI-MM3-AP **$19.95**

Foreign Languages Grades: 6 - Adult
Vocabulary and grammar lessons in Spanish, French, German, and Japanese.
AI-MM4-AP **$19.95**



TIC TAC SHOW

Grades: PreK - Adult

Give your child an exciting strategy game that motivates while it entertains. Questions on 14 subjects from Myths to Math and Mother Goose are asked. You'll find questions in multiple choice, fill in the blank, question/answer and true/false formats. Play with a friend or challenge the computer. Requires 48K

AI-TT-AP 5.25" disk w/backup. **$49.95**

Data Disks

Fun With Facts 1 Grades: PreK - 2
Math, language, science, and social studies.
AI-TT1-AP **$19.95**

Young Explorer Grades: PreK - 3
Hundreds of lessons to help young learners explore the world around them.
AI-TT5-AP **$19.95**

Fun With Facts 2 Grades: 1 - 4
Math, language, science, and social studies.
AI-TT2-AP. **$19.95**

History Grades: 5 - Adult
Explorers, composers, artists, famous battles, and other fascinating topics in history.
AI-TT3-AP **$19.95**

Sports Facts Grades: 6 - Adult
Bbaseball stars, olympics, water sports, and other sports statistics, terms, and facts.
AI-TT4-AP **$19.95**

Foreign Language Q & A Grades: 6 - Adult
Spanish, French, and German.
AI-TT6-AP **$19.95**

LUCKY'S MAGIC HAT

LUCKY'S MAGIC HAT

Grades: K - Adult

Lucky's a tricky elf who amuses his friends with playful questions that call for reading comprehension, sequential thinking, perception and memory skills. Lucky's authoring system comes with a picture designing feature that lets you create original art work. With Learning- Ware you can put hundreds of lessons into *Lucky's Magic Hat.*

5.25" disks with backups, Requires 48K
AI-LM-AP **$49.95**

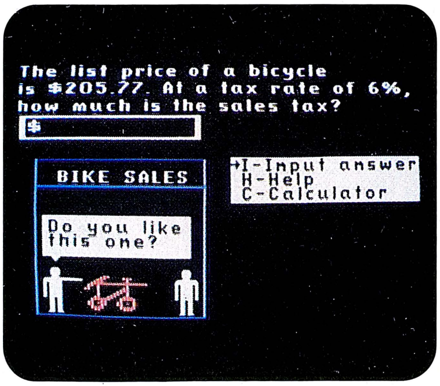
Data Disks

Lucky's Early Skills
Grades: K - 2
AI-LM1-AP. **$19.95**

Lucky's Language Skills
Grades: 3 - 6
AI-LM2-AP **$19.95**

Lucky's Foreign Languages
Grades: 6 - Adult, Spanish, French, & German
AI-LM3-AP **$19.95**

Lucky's Prep for the SAT
Grades: 6 - 9
AI-LM4-AP **$19.95**



```
The list price of a bicycle
is $205.77. At a tax rate of 6%,
how much is the sales tax?
$
```

PURCHASE POWER

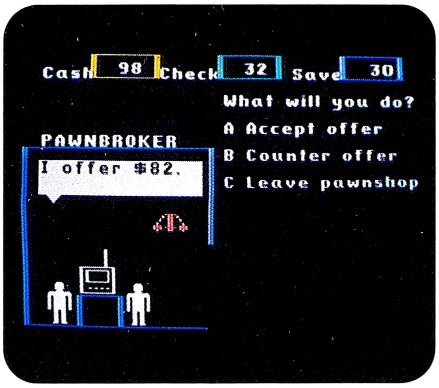
Grades: 6 & up

A tutorial about making intelligent consumer decisions, for both large and small purchases. The student learns about buying clothing at a discount, calculating the total cost of a grocery list, computing the finance charge for a credit card, finding the real cost of credit, and figuring sales tax on items purchased at a hardware store.

Each program is introduced by an animated sequence or display related to the particular topic.

Requires 48K.

CAE-031-AP 5.25" disk only. $39.95
CAE-031L-AP Lab pack of 5. .... $109.95



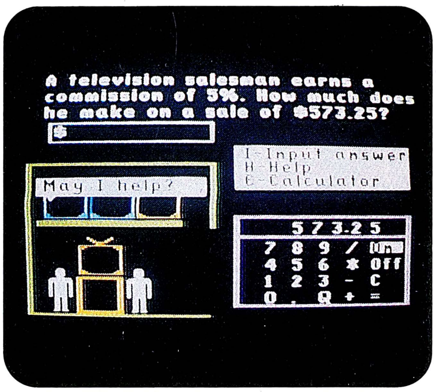
```
Cash  98  Check  32  Save  30
What will you do?
A Accept offer
B Counter offer
C Leave pawnshop
PAWNBROKER
I offer $82.
```

MONEY MANAGER

Grades: 6 & up

A simulation that develops personal financial planning skills. It creates real-life experiences and, using color, sound, and animation, illustrates events as well as outcomes of the player's decisions. During a simulated 8 weeks, the player earns money, pays bills, makes purchases, manages cash and checking and savings accounts, decides whether to buy insurance, and may even have to bargain with a pawnbroker. The program features prices that change weekly and teachs comparison shopping skills. Requires 48K.

CAE-011-AP 5.25" disk only. $39.95
CAE-011L-AP Lab pack of 5. .... $109.95



```
A television salesman earns a
commission of 5%. How much does
he make on a sale of $573.25?
$
```

WORLD OF WORK

Grades: 6 & up

A tutorial about the jobs and the mathematics related to earning money at those jobs. The occupations range from selling newspapers to selling real estate; from airline pilot to hot dog vendor.

Each problem is introduced through a display or animated sequence depicting a person working at a particular job. Requires 48K.

CAE-021-AP 5.25" disk only. $39.95
CAE-021L-AP Lab pack of 5. .... $109.95

Critic's Choice

MATHEMATICS LIFE SKILLS: FULL SERIES

Contains: *Money Manager, World of Work, Purchase Power.* Requires 48K.

CAE-101-AP 5.25" disks only, w/backups. $109.95
CAE-101L-AP Lab pack of 5 disks each. $289.95

BE A WINNER: SET YOUR GOALS

Grades: 9 - Adult

This highly-interactive program will help your students set short and long-term goals.

Students interact with the program to analyze their own abilities, values, and aptitudes. And they can see how each relates to their own goals. What opportunity costs are related to their goals?

On completion of the program, a print out is available. Students have tangible proof of their work and a personalized outline of their future plans. You'll use the printouts to help your students plan for the future. Requires 48K.

MCE-352-AP 5.25" disk only. $69.95
MCE-352L-AP Lab pack of 5. .... $119.95

BE A WINNER: NEGOTIATE

Grades: 9 - Adult

This program helps students understand the importance of using negotiation. They learn that a fair negotiation is efficient, meets everyone's needs, and improves the relationship between the parties. Students are encouraged to establish a connection between personal needs, the needs of others, and the negotiation. Requires 64K.

MCE-354-AP 5.25" disk only. $69.95
MCE-354L-AP Lab pack of 5. .... $119.95

BE A WINNER: BE MOTIVATED

Grades: 9 - Adult

What motivates your students? This program will help you to understand the motivators in their lives. Are they intrinsically motivated? And it helps them boost their self-management skills, flexibility, and their awareness of life's possibilities.

With this program, students see how their perceptions, attitudes and values are related to their motivational style. And they're given an evaluation printout which suggests attitudes and perceptions for future success. Requires 48K.

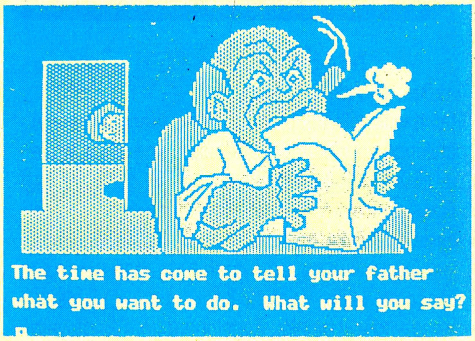
MCE-351-AP 5.25" disk only. $69.95
MCE-351L-AP Lab pack of 5. .... $119.95

THE WINNING COMBINATION

Contains:

Be A Winner: Be Motivated
Be A Winner: Set Your Goals
Be A Winner: Be Assertive
Be A Winner: Negotiate

MCE-350-AP 5.25" disk only. $239.95
MCE-350L-AP Lab pack of 5. .... $399.95



```
The time has come to tell your father
what you want to do.  What will you say?
```

BE A WINNER: BE ASSERTIVE

Grades: 9 - Adult

This program can help your students improve their interpersonal skills by helping them use assertive language. They'll improve their relationships with family, friends, co-workers, and classmates.

Your students will discriminate between assertive, nonassertive, aggressive, and nonassertive-aggressive (NAG) behaviors and understand what each behavior says about the person.

The highly interactive nature of this program allows and encourages students to respond in sample situations with free input sentences up to 2 lines in length. And responses to student input are immediate, concise, and appropriate. Graphics are well-designed, motivating, and often humorous.

MCE-353-AP 5.25" disk only. $69.95
MCE-353L-AP Lab pack of 5. .... $119.95

READING FOR SUCCESSFUL LIVING

NEW '92 RELEASE

Grades: 7 - 12

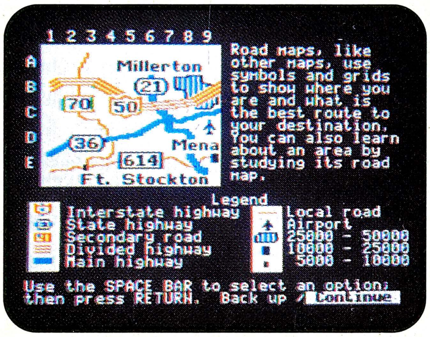
This series is designed to teach students practical reading skills. Each disk contains an optional tutorial followed by a practical application in which students apply their skills to specialized situations. Facts and numbers vary each time a lesson is run. Students who score a certain percent correct may play an arcade-style reward game. You may turn the game, the record-keeping system, and the sound on or off; and set the percent required to play the game. Up to 200 names, lesson numbers, and scores may be recorded. You may view, print, or delete all or individual records.

READING FOR INFORMATION

In *Reading Labels*, students learn to read and gather information from food product labels, clothing labels, and medical labels. They are taught to read labels line by line and to focus on key words that lead to information. Students practice looking for information such as the amount and percentages of ingredients, care and use instructions, and expiration dates.

In *Reading contents, Indexes, and Directories*, students learn how to find chapters and articles by topic, alphabetically, and numerically; and to find names in a telephone directory and type the corresponding telephone numbers. Requires 64 K.

G-177B-AP 5.25" disk w/backup. **$104.95**
G-177L-AP Lab pack of 10. .... **$349.90**
G-177B-AP3 3.5" disk w/backup. **$104.95**
G-177L-AP3 Lab pack of 10. .... **$349.90**



Road maps, like other maps, use symbols and grids to show where you are and what is the best route to your destination. You can also learn about an area by studying its road map.

Use the SPACE BAR to select an option; then press RETURN.

MAKING SENSE OF INFORMATION

In *Maps* students are taught to use such map tools as legends, grids, landmarks, and mileage markers. The maps are presented sequentially beginning with a simple and familiar mall map, then moving on to a park map, a city map, and a road map.

In *Charts, Graphs, and Schedules* students learn to read information presented in a variety of formats including bar graphs, line graphs, circle graphs, charts, and schedules. The schedules include a T.V. guide; a movie schedule; a fair schedule of events; and bus, shuttle, and tram schedules. Requires 128K.

G-178B-AP 5.25" disk w/backup. **$104.95**
G-178L-AP Lab pack of 10. .... **$349.90**
G-178B-AP3 3.5" disk w/backup. **$104.95**
G-178L-AP3 Lab pack of 10. .... **$349.90**

LIFE SKILLS

'91

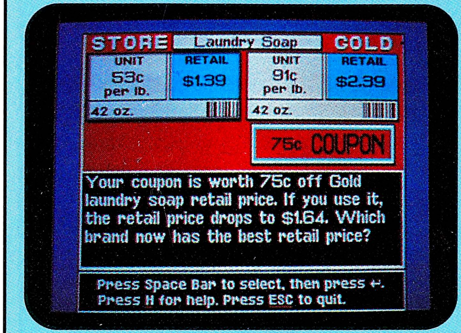
Grades: 4 - 8

Life Skills brings choice and pleasure to the adult's learning experience. These unique lessons help the student acquire day-to-day skills and knowledge needed to function in our modern society. Each package includes a manual, backup disks and worksheets in blackline-master form to supplement the programs.

ON THE JOB

The student is placed in the role of a manager or store owner and is asked to hire employees. The adult learner will differentiate between proper and improper job behavior, and will choose employees based on dependability, punctuality, attire and number of sick days. Requires 128K.

H-2006-AP3 3.5" disk only, w/backup. **$69.95**
H-2006L-AP3 Lab pack of 5. .... **$119.95**



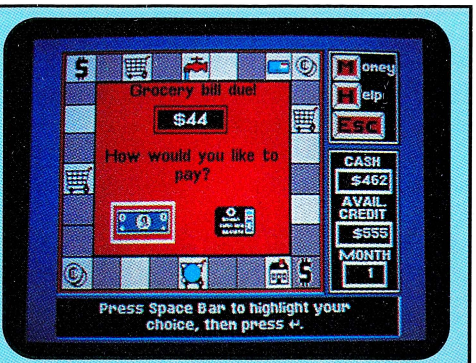
Your coupon is worth 75c off Gold laundry soap retail price. If you use it, the retail price drops to $1.64. Which brand now has the best retail price?

Press Space Bar to select, then press ↵.
Press H for help. Press ESC to quit.

COMPARISON SHOPPING

Grocery shopping is the focus of this game as the student goes to the grocery store with his or her list. The student will make purchasing decisions, taking into account unit price, value and coupons. Requires 128K.

H-2008-AP3 3.5" disk only, w/backup. **$69.95**
H-2008L-AP3 Lab pack of 5. .... **$119.95**



Grocery bill due!

$44

How would you like to pay?

Press Space Bar to highlight your choice, then press ↵.

USING CREDIT

This game focuses on the responsible use of credit and the art of budgeting. The student chooses a yearly income and plays the game for three months, striving to pay his or her bills even when the unexpected occurs. Requires 128K.

H-2005B-AP3 3.5" disk only, w/backup. **$69.95**
H-2005L-AP3 Lab pack of 5. .... **$119.95**

BUYING A USED CAR

This simulation informs the student of what he or she should look for when buying a used car. The importance of having a mechanic check it out, affordability and reliability are stressed. Requires 128K.

H-2007-AP3 3.5" disk only, w/backup. **$69.95**
H-2007L-AP3 Lab pack of 5. .... **$119.95**

PLANNING A TRIP

This simulation allows the student to use maps and calculate the time and distance to his or her destination, and provides tips for staying in hotels/motels and traveling with children and pets. Requires 128K.

H-2009-AP3 3.5" disk only, w/backup. **$69.95**
H-2009L-AP3 Lab pack of 5. .... **$119.95**

AUTO EXPENSER

Grades: Adult

This program is ideal for small business and home use for those who need to keep track of auto expenses for tax purposes. It keeps track of all expenses including mileage. Data can be sorted and printed by different categories including fuel, maintenance, parking and much more. Requires 64K.

NSP-2034-AP 5.25" disk.(~~$19.95~~) **$9.95**

SHOPPING BASKET

This program saves time and money by helping you to organize and plan your shopping trip. By scanning a list of possible groceries and other items which you have priced and categorized a shopping list is created and printed. An estimated cost lets you budget your purchases before getting to the store. Your shopping list also helps you organize your coupons, further reducing shopping costs.

Requires 128K, 80-column card.

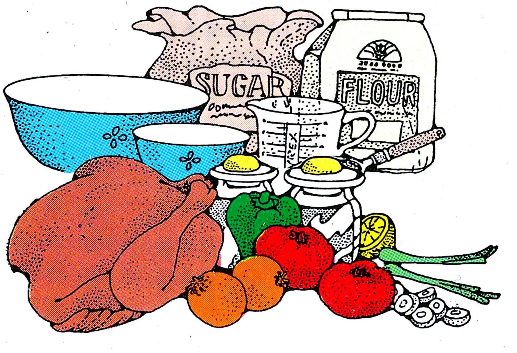
NSP-2061-AP 5.25" disk only.(~~$19.95~~) **$9.95**

MEAL PLANNER

This program adds excitement to meal planning by randomly selecting your favorite dishes. It comes with a number of recipes and space to provide entries of your families favorite dinners. *Meal Planner* will calculate the needed recipe ingredients required for either large or small groups. Create your grocery list automatically for each week's dinner menus. Also search recipes by ingredient to plan meals using your on-hand food supplies.

Requires 128K

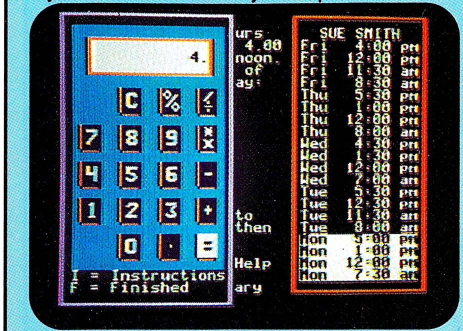
NSP-2050-AP 5.25" disk only.(~~$19.95~~) **$9.95**



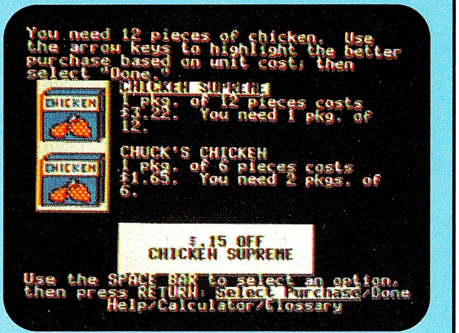
MATH FOR SUCCESSFUL LIVING

Grades: 7 - 12

Each disk contains optional tutorials followed by practical applications in which students apply their skills to specialized situations. Facts and numbers vary each time the lesson is run. Students who score a certain percent may play an arcade-style reward game. Program features include adjustable percent correct required to play the optional game, optional record keeping, and optional sound. Up to 200 names, lesson numbers, and scores may be recorded. You may view, print, or delete all or individual records.



```
urs          SUE SMITH
 4.00    Fri    4:00 pm
noon.    Fri   12:00 pm
 of      Fri   11:30 am
ay:      Fri    8:30 am
         Thu    5:30 pm
         Thu    1:00 pm
         Thu   12:00 pm
         Thu    8:00 am
         Wed    4:30 pm
         Wed    1:30 pm
         Wed   12:00 pm
         Wed    7:00 am
         Tue    5:30 pm
         Tue   12:30 pm
to       Tue   11:30 am
then     Tue    8:00 am
         Mon    5:00 pm
         Mon    1:00 pm
Help     Mon   12:00 pm
         Mon    7:30 am
I = Instructions
F = Finished
ary
```



```
You need 12 pieces of chicken. Use
the arrow keys to highlight the better
purchase based on unit cost; then
select "Done."
            CHICKEN SUPREME
            1 pkg. of 12 pieces costs
            $3.22. You need 1 pkg. of
            12.

            CHUCK'S CHICKEN
            1 pkg. of 6 pieces costs
            $1.65. You need 2 pkgs. of
            6.

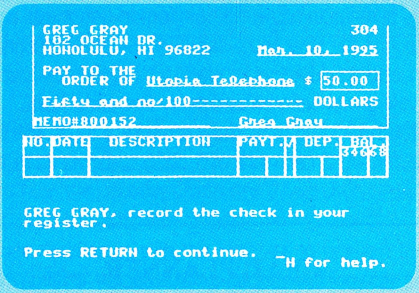
              $.15 OFF
           CHICKEN SUPREME
Use the SPACE BAR to select an option,
then press RETURN: Select Purchase/Done
       Help/Calculator/Glossary
```

TIMECARDS AND PAYCHECKS

Grades: 7 - Adult

Students choose a lesson and then a job. In *Reading a Timecard*, hours are variable and overtime may be included. In Figuring Wages, overtime, commission, piecework, and tips are presented. In *Reading a Paycheck*, gross pay, net pay and various deductions are included. Requires 64K.

G-160B-AP	5.25" disk w/backup.	**$59.95**
G-160L-AP	Lab pack of 10.	**$179.95**
G-160B-AP3	3.5" disk w/backup.	**$59.95**
G-160L-AP3	Lab pack of 10.	**$179.95**



```
GREG GRAY                              304
102 OCEAN DR.
HONOLULU, HI 96822         Mar. 10, 1995

PAY TO THE
  ORDER OF Utopia Telephone $ [50.00]

Fifty and no/100------------- DOLLARS
MEMO#800152              Greg Gray
NO.|DATE| DESCRIPTION |PAYT.|√| DEP. | BAL.
   |    |             |     | |      |34668

GREG GRAY, record the check in your
register.

Press RETURN to continue.   ^H for help.
```

MANAGING A CHECKING ACCOUNT

Grades: 7 - Adult

In *Making a Deposit*, cash and check deposits are covered and net deposits are figured. In *Writing a Check*, students are instructed on the proper ways to fill out a check and keep a check register. In Balancing a Checkbook, students must reconcile a monthly bank statement. Requires 64K.

G-161B-AP	5.25" disk w/backup.	**$59.95**
G-161L-AP	Lab pack of 10.	**$179.95**
G-161B-AP3	3.5" disk w/backup.	**$59.95**
G-161L-AP3	Lab pack of 10.	**$179.95**

SHOPPING STRATEGIES

Grades: 7 - 12

This program includes two disks. In *At The Grocery Store*, students buy groceries by figuring unit prices, applying coupons and specials, and correctly making change. In *At The Mall*, students figure discounts and sales tax. Requires 64K.

G-162B-AP	5.25" disk w/backup.	**$59.95**
G-162L-AP	Lab pack of 10.	**$179.95**
G-162B-AP3	3.5" disk w/backup.	**$59.95**
G-162L-AP3	Lab pack of 10.	**$179.95**

BUYING ON CREDIT

In *Credit Cards*, students answer questions about buying on credit and then practice choosing a credit card company. Figuring payment amounts, and checking sales slip amounts. In *Installment Loans*, students choose items to buy and then figure down payments, total loan amounts, and finance charges. Requires 64K.

G-163B-AP	5.25" disk w/backup.	**$59.95**
G-163L-AP	Lab pack of 10.	**$179.95**
G-163B-AP3	3.5" disk w/backup.	**$59.95**
G-163L-AP3	Lab pack of 10.	**$179.95**

BUDGETING

Students answer questions and calculate budget amounts. Topics included are average monthly income, savings, fixed/variable expenses, and reducing expenses. Requires 64K.

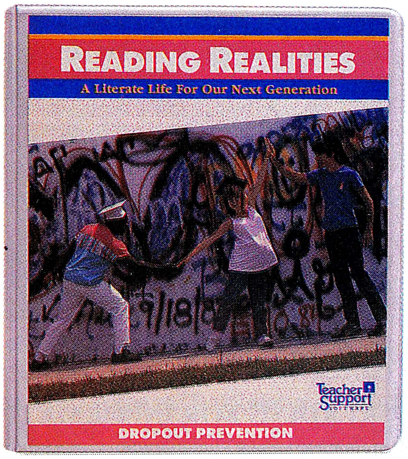
G-164B-AP	5.25" disk w/backup.	**$59.95**
G-164L-AP	Lab pack of 10.	**$179.95**
G-164B-AP3	3.5" disk w/backup.	**$59.95**
G-164L-AP3	Lab pack of 10.	**$179.95**

CREDIT: THE FIRST STEPS

Grades: 9 - Adult

Help your students to a fuller understanding of the complex issues involved in the use of credit-it's advantages, responsibilities, and dangers. Suppose they have a job but need transportation. How will they buy that first car? How can they establish a credit history? Why is this important? Will a local charge card help? Is a major credit card necessary? These and other real-life concerns are interactively presented using situations familiar to your students. As they are guided through the process of filling out a loan application, students are helped to understand the importance of their work experience, credit history, and financial obligations. Requires 48K.

MCE-312-AP	5.25 disk only.	**$69.95**
MCE-312L-AP	Lab pack of 5.	**$119.95**



READING REALITIES

Grades: High School

This revolutionary approach to motivation and teaching "at-risk" students is written at the 2 - 6 grade level. Three themes comprise this program:

Real Life Dilemmas - issues facing teens; for example, drugs, alcohol, cheating, pregnancy, and peer pressure.

Career Preparation - biographies sharing how people prepare for such varied careers as secretary, hair dresser, actor, attorney, chef, computer operator and more.

Jury Series - actual court cases where the student becomes the juror; for example, drunken driving, arson, sports tampering, and drug sales.

Each *Reading Realities* theme has 15 passages.

Each passage includes:

- directed reading-thinking activity format
- graphics to set the stage for previewing and predicting
- pre-reading, reading and follow-up activities that encourage active participation
- rate of reading assessment capabilities
- 3 types of follow-up comprehension activities:
  - multiple choice,
  - cloze and open-ended questions
- yellow pages with 800 HOTLINE numbers

Requires 128K.

Package 1 - Real Life Dilemmas

Apple, 5 disks

TS38-F88-AP	5.25" disk.	**$179.95**
TS38-F88-AP3	3.5" disk.	**$179.95**

Package 2 - Career Preparation

Apple, 5 Disks

TS39-F88-AP	5.25" disk.	**$179.95**
TS39-F88-AP3	3.5" disk.	**$179.95**

Package 3 - Jury Selection

Apple, 5 Disks

TS40-F88-AP	5.25" disk.	**$179.95**
TS40-F88-AP3	3.5" disk.	**$179.95**

Package 4 - (Package 1,2,&3)

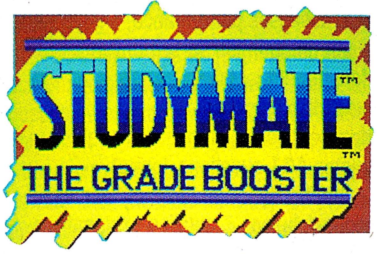
Apple, 15 Disks

TS41-F88-AP	5.25" disk.	**$179.95**
TS41-F88-AP3	3.5" disk.	**$179.95**

STUDYMATE

Grades: 7 - Up

Studymate is an innovative, new desktop study tool designed to assist people of all ages. From high school course work through career advancement, *Studymate* lets you customize preparation to your exact needs. *Studymate* creates a flexible environment so virtually any subject matter is faster and easier to learn. *Studymate* tests you on the exact facts you need to know, Retests incorrect responses immediately, Saves and prints study lists and customized test, Automatically scores and times your test, Allows you to edit material at any time, Lets you study and take tests on screen or paper, Helps you memorize facts faster and easier, Reduces your study time.



Apple Requires 128K

CPT-8065-AP 5.25" disk. **$49.95**

CPT-8065-AP3 3.5" disk. **$49.95**

Macintosh Requires 1 MB.

CPT-8065-MAC 3.5" disk. **$59.95**

STUDY SKILLS

Grades: 8 - 12

Naturally, when students make better use of their study time, they'll dramatically improve their academic performance. And this program zeros-in on your students' study habits. Content includes a pretest and post-test, as well as segments on active listening, note-taking, reading for facts, and math steps. Students interact with the program in discussing their best learning styles and may obtain a printout of study hints based on their own style. Requires 64K.

MCE-273-AP 5.25" disk only. **$69.95**

MCE-273L-AP Lab pack of 5. .... **$119.95**

VIDEO

TEEN TOPICS

VOLUME I:
"Getting Your Act Together"

Grades: 7 - 12

A video workshop designed to help students with a variety of topics: Orginization, Time Management, Procrastination, Goal Setting, Following Directions, Listening, and Remembering Names. To be watched in 3 segments.

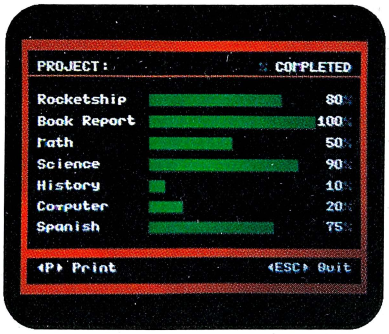
V59-001-VHS 52 minutes. **$39.95**

VOLUME II
"Study Skills For People Who Hate to Study"

Grades: 7 - 12

A video workshop designed to help students with a variety of topics: Taking Notes from Books and Lectures, How, When and Where to Study, Memorizing, Taking Tests, and Anti-Boredom Secrets. To be watched in 4 segments.

V59-002-VHS 83 minutes. **$39.95**



```
PROJECT:                % COMPLETED

Rocketship                     80%
Book Report                   100%
Math                           50%
Science                        90%
History                        10%
Computer                       20%
Spanish                        75%

<P> Print                 <ESC> Quit
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PACESETTER

Helps students organize their time and develop independent study and work habits. Set the pace with this easy-to-use planning tool. Users create personal schedules and track progress. Includes thirteen ready-made templates for homework and reports, ten types of progress reports including bar graphs, monthly and annual calendar printouts.

Challenge Upgrade options offer full flexibility plus customizing to create custom templates for teachers, parents and executives.

Requires 64K.

MDP-7010-AP 5.25" disk. **$69.99**

MDP-7010L-AP Lab pack of 5. .... **$199.00**

MDP-7010-AP3 3.5" disk. **$69.99**

MDP-7010L-AP3 Lab pack of 5. .... **$199.00**

FOLLOWING DIRECTIONS

Grades: 8 - 12

It's so important to follow directions - written or verbal, on tests, in class, at home - and the process is not easy to teach. It involves reasoning ability, understanding numerical sequence, reading comprehension, understanding the concepts of first, middle, last; and visual comprehension. Your students will be evaluated in each of these skill areas when they run *Following Directions.* Interactive instruction encourages students to learn to follow one-step and multiple-step directions. And learning is enjoyable with the conversational design of this program.

Requires 64K.

MCE-272-AP 5.25" disk only. **$69.95**

MCE-272L-AP Lab pack of 5. .... **$119.95**

STUDY TO SUCCEED

Grades: 8 - 12

Using an interactive approach to learning, this program helps students make the most of their study time. Following a self-analysis of the student's present skills, program segments cover listening, note-taking, study time, and reading. Students see how to anticipate what instructors say, question themselves while listening and reading, and respond to class presentations as well as written material. The SQR3 method is used to improve student comprehension of information. *Study to Succeed* encourages students to plan individual study schedules and discover their most effective techniques for studying.

Requires 64K.

MCE-262-AP 5.25" disk only. **$69.95**

MCE-262L-AP Lab pack of 5. .... **$119.95**

BUILDING MEMORY SKILLS

Grades: 8 - 12

This program introduces students to new and effective techniques for remembering information. The proven principles of memorization (attention, interest, organization, practice, meaningfulness, association, and visualization) are woven throughout this program in new, interactive ways to encourage students to build on their memory skills. Current research shows the futility of simple repetition as valid memory method. While learning the principles of memorization, students are encouraged to learn and utilize fun, new ways to remember. Requires 64K.

MCE-263-AP 5.25" disk only. **$69.95**

MCE-263L-AP Lab pack of 5. .... **$119.95**

VIDEO

BETTER GRADES IN FEWER DAYS SERIES

NEW '92 RELEASE

THIS IS A TEST: THIS IS ONLY A TEST

For many students, the mere thought of taking a test sends adrenaline running throughout their bodies, brings perspiration to their brows, and causes them to suddently forget everything they have learned. This humorous and informative video teaches students the art of stress-free, test-taking. Students learn how to put test taking into its proper perspective and realize that although tests are important, they are simply a way to measure one's knowledge of a subject. *This is a Test* stresses that no gimmick or shortcut can take the place of knowledge and teaches tips for reviewing and retaining information with easy-to-implement, effective study techniques. Students learn how test scores and anxiety levels are affected by preparing, organizing, cramming and anticipating. Students discover the most effective ways to approach common test formats, the importance of reading questions carefully and the benefits of preparing themselves physically as well as mentally. The most entertaining and invaluable video available on the preparation, execution and evaluation of tests.

V32-0074-VHS 30 minutes, 1992 Release. ... **$69.95**

THIS WAY TO AN A: WISE STUDY HABITS

Why do we have to learn this? When will I ever use this information once I get out of school? When students acquire the ability to answer these questions for themselves, they develop an improved understanding of their subjects along with the ability to identigy and retain pertinent information. This upbeat video teaches students the Empty "V" System which stresses the importance and effectiveness of deciding the purpose of each lesson in order to better understand key information. Students learn proven techniques for studying, reviewing and retaining information that fits into any lifestyle or class structure. Reading and taking notes become easier, more effective, and less time consuming as students learn tips for condensing the condensed versions. This important lesson entertains busy, lazy, eager and reluctant students as they learn to apply the skills that last a life time.

V32-0075-VHS 30 minutes, 1992 Release. .. **$69.95**

STUDENT SURVIVAL SKILLS

Grades: 7 - 12

Learning any skill takes time and effort and school work is not any different. Leraning how to study is not easy. If it were, everyone would know how. Unfortunately, most students often lack the proper skills. If students spend more time than necessary learning material, they are not utilizing time effectively and do not know how to study. This video will teach students that better grades are attainable with effort. The steps are simple to understand, but may seem difficult as they begin to apply them. The more they try the easier it will become. Each video comes with a substantial student workbook.

STUDENT SURVIVAL SKILLS I:

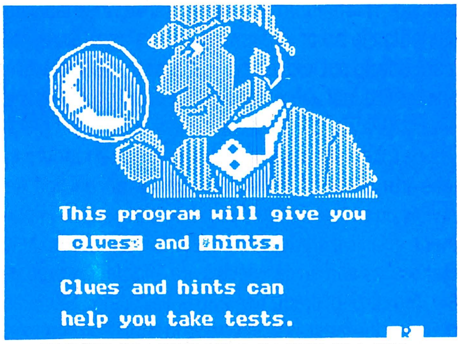
How to Study and Note Taking Skills

V14-101VHS 45 minutes. **$99.00**

STUDENT SURVIVAL SKILLS II:

Test Taking Skills

V14-102VHS 45 minutes. **$99.00**



This program will give you clues and hints.

Clues and hints can help you take tests.

TEST TAKING MADE EASY

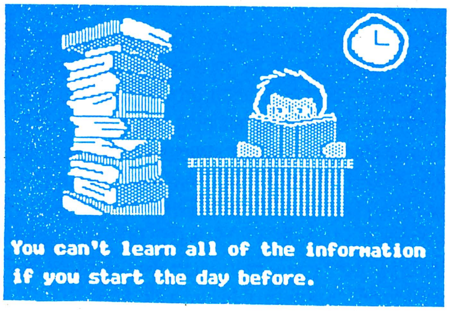
Grades: 8 - 12

Expect improved performance in tests when your students interact with this program. Discussions and interactive learning activities cover test preparation, as well as specifics for answering true and false, multiple choice, and fill-in-the-blank questions. Throughout the program, student responses are tabulated. The optional printout describes the individual student's areas of strength and weaknesses. And it also makes suggestions for further growth.

Requires 64K.

MCE-271-AP 5.25" disk only. **$69.95**

MCE-271L-AP Lab pack of 5. .... **$119.95**



You can't learn all of the information if you start the day before.

(described at right)

GED

People who did not graduate from high school must take the General Educational Development test in order to earn a diploma. These videos will make learning easy and teach students what they need to pass the exam.

GED MATH REVIEW

Includes Arithmetic, Charts 7 Graphs, Probability & Statistics, Algebra, and Geometry.

V70-189-VHS 120 minutes. **$49.95**

GED VERBAL REVIEW

Includes Writing skills, Social Studies, Science, and Interpreting Literature and the Arts.

V70-197-VHS 120 minutes. **$49.95**

PRE-GED PREPARATION

Specifically designed for students not ready to begin studying for the actual GED, this material begins at a lower level and is designed to bring students to a level of preparedness at which they can actually start GED studies. The material is at a Grade 4-8 level. Each program includes eight disks and Requires 64K.

TEST 1 - WRITING SKILLS

Provides instruction and practice in sentence structure, usage, spelling, punctuation, and writing skills.

INT-7001-AP. **$235.00**

TEST 2 - SOCIAL STUDIES

Provides instruction and practice in history, economics, law, and geography.

INT-7002-AP. **$235.00**

TEST 3 - SCIENCE

Provides instruction and practice in life sciences and physical sciences.

INT-7003-AP. **$235.00**

TEST 4 - PREPARATION FOR INTERPRETING LITERATURE & THE ARTS

Provides practice in reading comprehension in popular and classical literature.

INT-7004-AP. **$235.00**

TEST 5 - MATHEMATICS

Provides instruction and practice in arithmetic.

INT-7005-AP. **$235.00**

SKILLS FOR SUCCESSFUL TEST TAKING

Grades: 8 - 12

This program provides interactive learning activities to improve the student's test-taking ability. All standard types of tests are discussed and the student answers many example questions. The importance of test directions, and the effects of the students attitude on performance are emphasized. The process of reasoning out answers by careful reading and noticing "key" words is demonstrated. Words used in subjective questions are defined, examples are given of appropriate responses, and the student is quizzed on the correct usage of these terms. Requires 64K.

MCE-261-AP 5.25" disk only. **$69.95**

MCE-261L-AP Lab pack of 5. .... **$119.95**

ENHANCED ACT PREP SERIES

SCL (self-customizing logic), target unlimited drill and practice directly at those skills needed to improve test scores, SCL assesses performance, analysis errors and uses this information to customize a learning program for your students.

- Thousands of questions
- World's best selling grammar tutorial
- Simulates ACT questions, format, & difficulty levels
- Provides solutions & detailed explanations
- Covers all math and verbal areas
- Provides unlimited drill and focused practice

Requires 64K.

KR-101-AP 5.25" disk only. **$299.95**

ACT

High school Juniors and Seniors take the American College testing Assessment for college admission. Through the practice exercises, the student learns many valuable test taking techniques, multiple choice strategies, and time saving hints that can be applied to the actual exam.

ACT MATH REVIEW

Includes Pre-Algebra, Elementary Algebra, Intermediate Algebra, Coordinate Geometry, Plane Geometry, and Trigonometry.

V70-413-VHS 120 minutes. **$49.95**

ACT VERBAL REVIEW

Includes English, Reading, and Science Reasoning.

V70-421-VHS 120 minutes. **$49.95**

GETTING YOUR ACT TOGETHER PART 1

Part 1 begins with a dramatization of the worst ACT test-taking experience in history. This video goes on to show how to avoid the pitfalls of standardized tests, present specific test-taking strategies, and illustrates how to overcome test-taking anxiety (performance anxiety). This first part also explains each section of the test, time limits, and scoring. Common student questions are answered concisely, including "Should I guess?" "What do I do if I run out of time?" and "What should I do to prepare myself for the ACT?" This program contains one videocassette, teacher's guide and student checklist.

ACT Together Part 1

V32-500-VHS **$98.00**

GETTING YOUR ACT TOGETHER PART 2

Part 2 covers the topics that are covered in each section of the ACT. Concrete examples of specific questions are presented with emphasis on teaching effective strategies for approaching each type of question. This video is a terrific addition to your test preparation material. This program contains one videocassette with one 467-page copy of Harcourt, Brace and Jovanovich's "How to Prepare for the ACT."

ACT Together Part 2

V32-600-VHS , VHS **$98.00**

How To Prepare for the ACT

V32-750-VHS 467-page book. **$14.95**

THE VERBAL SAT MASTER

This program will help the students achieve two goals: improve SAT verbal reasoning skill and apply vital testing skills.

The Verbal SAT Master is unique. It provides feedback immediately after the student answers a practice question, automatically providing the student with an analysis of his or her wrong answer(s). Before going on to the next practice question, whether the student answers the question correctly or incorrectly, the computer gives the student a thorough explanation of the correct answer. The Diagnostic Section analyzes the student's verbal reasoning abilities and provides the student with a projected SAT test score based on the student's performances. Requires 64K.

RG-023-AP 5.25" disk. $49.95

SAT - PSAT VERBAL REVIEW

This video covers Antonyms, Analogies, Sentence Completions, Reading Comprehension, and Test of Standard Written English. Study guide included.

Copyright 1990.

V70-405-VHS 120 minutes. $49.95

SAT/READING COMPREHENSION

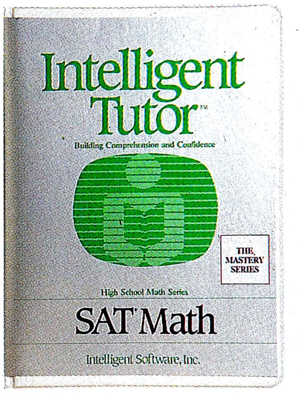
Includes an in-depth look at all the skills and strategies students need for reading comprehension on the SAT, PSAT, ACT and other standardized tests. Covers the three-step method for reading passages efficiently; how to approach each type of question (main idea, detail, structure, and tone); and common types of wrong answers to recognize and avoid.

V70-60X-VHS 120 minutes. $49.95

SAT/VOCABULARY

This video includes an in-depth approach to vocabulary based questions on the SAT, PSAT and other standardized tests. Gives practical techniques for expanding and refining vocabulary knowledge; understanding and using word roots, etymologies, connotations, and context clues as vocabulary keys; understanding antonym questions; and test taking strategies for eliminating wrong answers, saving time and avoiding test traps. Study guide included. Copyright 1990.

V70-626-VHS 120 minutes. $49.95



SAT MATH

Intelligent Tutor/ SAT Math will help students prepare for the math section of the SAT. It will help students develop their problem solving skills, and improve their understanding of the basic concepts and principles that are focused on in the SAT.

The topics covered by SAT Math fall into the following 8 major skill areas:

- Decimals, averages, and fractions
- Units of measure
- Ratio, proportion, and graphs
- Algebra
- Geometry
- Functions and advanced topics
- Qualitative comparisons
- Logic and word problems

Requires 48K.

ING-36179-AP 5.25" disk only. $49.95

ING-36179L-AP Lab pack of 10. .... $189.95

SAT - PSAT MATH REVIEW

This covers Arithmetic, Algebra, Geometry, and Quantitative Comparisons. Study guide included. Copyright 1990.

V70-391-VHS 120 minutes. $49.95

SAT/ANALOGIES

This video is an in-depth review of how analogy questions are used on the SAT, PSAT and other standardized tests and how to score high. Covers understanding the logic behind analogy questions; how to recognize and understand analogy relationships and patterns; building and using bridges as tools for analysis; and dealing with obscure words and complex analogy relationships.

V70-618-VHS 120 minutes. $49.95

THE SAT VIDEO

Increase SAT Scores 100 - 200 points! These two videos provide a high quality, low cost program designed to prepare students for the college boards. They teach valuable test taking strategies.

Verbal Edition

- Student Introduction
- Introduction to the SAT
- Sentence Completions
- Reading Comprehension
- Prefixes,Suffixes,& •Roots
- Look alikes & Sound alikes
- Antonyms
- Analogies
- General Strategies

V04-CV630-VHS 60 minutes. $24.95

Math Edition

- Student Introduction
- Pre-Test Explanations
- Pre-Test Explanation
- Review of Algebra & Geometry
- Math Strategies
- Quantative Comparisons
- Post-test
- Math Introduction
- Math Pre-Test

V04-CV631-VHS 60 minutes. $24.95

EASY LEARNING SAT PREP

This program is designed to help you attain the highest possible score on the SAT. Students will learn about the main ingredients that make up the SAT, the types of questions asked on the exam, and the test-taking stategies you must know to solve each type of problem. Students will receive instruction covering antonyms, analogies, reading comprehension, algebra, quantitative comparisons and more. Requires 128K.

NSP-2180-AP 5.25" disk only. .... ~~$49.95~~.....24.95

LOVEJOY'S SAT

Grades: 9 - 12

This is a easy-to-use program that is different than other SAT packages. It takes you step-by-step until you are familiar with each part of the exam. Contains two verbal and a math test plus the test of Standard Written English modeled on the 1985 SAT exam. It also includes over 500 practice questions and test taking timer to monitor your speed. Automatic scoring system to identify your strengths and weaknesses and keep track of your progress.

Requires 64K, 80 column card

NSP-2129-AP 5.25" disk only. ...... ~~$49.95~~.....$19.95

BARRON'S COMPUTER STUDY PROGRAM FOR THE SAT

(2nd Edition)

Revised to incorporate changes as reflected in Barron's latest SAT test prep manual, this software program offers today's collegebound student the last word in SAT preparation. Disks contain sample tests and drills, a timed diagnostic mini-test, and two timed model SAT exams with score analysis to pinpoint student weaknesses and strengths. A Learning mode offers the student hints, problem-solving strategies, answer explanations, and a second chance to answer when a wrong choice is made. The Testing mode simulates actual test conditions, with a built-in timer for each test section. Requires 48K.

BA-75986-AP 5.25" disk. $59.95

HOW TO PREPARE FOR THE SCHOLASTIC APTITUDE TEST

(SAT 16th Edition)

This Barron's book features 8 complete model SAT exams with answers explained. Also presented are key tactics to maximize scores. 3 Study Programs let students choose the approach that fits their needs: the 2-day Crash Program, the 2-week Concentrated Program, or the 10-week Comprehensive Program.

BA-4185-2 Book. $11.95

PASS KEY TO THE SAT

This revision is a short version of the full-length SAT test prep manual.

BA-4186-0 Book. $6.95

RAPID REVIEW FOR THE SAT

This video includes a quick brush-up crammed with last minute pointers in Arithmetic, Algebra, Geometry, Quantitative Comparisons; Reading Comprehension, Antonyms, Analogies, and Sentence Completions.

V70-170-VHS 86 minutes. $49.95

```
Size of Community
1)  A town or small city, not close to a large city
2)  A small metropolitan area
3)  The central city of a large metropolitan area
4)  Outside the central city of a large metropolitan
    area
5)  No choice now
If this attribute seems important, choose 1, 2, or 3
community descriptions.  If not, choose 5.
Your answer is 1, 2, 4
          Is this answer correct? (Y or N) Y
```

COLLEGE SCAN IV

Grades: High School - adult

This data disk contains over 1500 institutions located throughout the U. S., its territories, and Europe. Almost every 4 year college and university in the U.S. is included.

The user can build the description of an ideal college from over 350 attributes coded to each institution.

- These search attributes include:
- Majors or pre-professional programs
- Intercollegiate sports available (m/f)
- Tuition and fees, and enrollment)
- Cultural influences (size, origins)
- Scholastic environment (competitiveness, % enrolling for higher degrees)

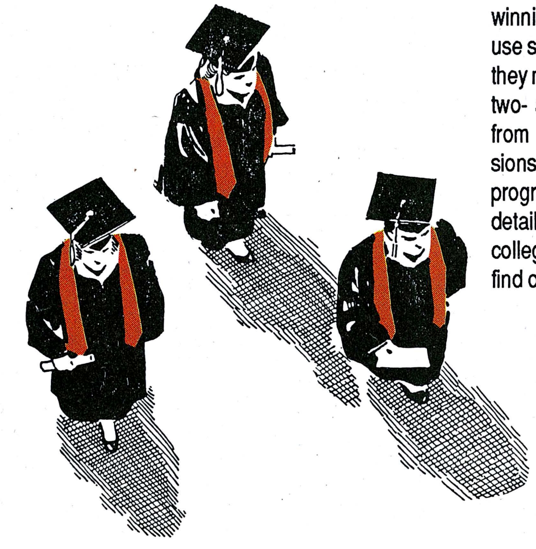
Requires 128K.

NES-1004-AP 5.25" disk only. **$195.00**

COLLEGE BOUND

Your college-bound students will find it easier to adjust to life on campus when they're prepared and know what to expect. This entertaining interactive tutorial features quality graphics and covers subjects like being away from home, dealing with roommates, transportation, where to live and signing up for classes. Don't miss this opportunity to preview with your students the college orientation experience. Complete package includes program disk, complete documentation, and an instructional guide with planning suggestions and teaching strategies.

MCE-701-AP .... **$ 89.00**
MCE-701L-AP Lab pack of 5. .... **$179.00**



COLLEGE DIRECTIONS

College Directions is designed to involve college bound individuals in a systematic approach to choosing a four-year college or two-year college. This system allows individuals to:

- Clarify important factors
- Determine which colleges meet their criteria
- Look up descriptions of specific colleges and universities
- Develop an orderly plan to gain admission to the school of their choice

2-year Version: 1400 vocational, technical and business schools, junior colleges and 2-year programs in 4-year schools

4-year Version: all the accredited 4-year colleges and universities in the U.S. (1300+)

Requires 64K.

JE-0002-AP 2-year version. **$145.00**
JE-0004-AP 4-year version. **$185.00**
JE-0005-AP Complete Set. **$300.00**

COLLEGE COST EXPLORER, 1993

It's never too early, or too late, to plan for college costs--with *College Cost Explorer*. The program's interactive electronic worksheets let users quickly and easily calculate what they will be expected to pay and how much financial aid they may be eligible to receive at each of 2,800 colleges.

Special features include:

Federal, state, and college sources of grants, loans, and jobs
Step-by-step instructions on how to apply for financial aid
Guidelines for assessing the full costs of paying for college by saving, borrowing, or both
Data storage for later use

Also, an online glossary of financial terms and acronyms and reproducible worksheets. Requires 128K.

CB-002-AP 5.25" & 3.5" included. **$175.00**

COLLEGE EXPLORER, 1993

Start your students on the road to college with *College Explorer*, the College Board's award-winning college search program. Its easy-to-use screens will enable them to work on their own as they match their needs with specific offerings at 2,800 two- and four-year colleges. Students may choose from 600 options including degrees, majors, admissions rates, enrollment size, campus setting, sports programs, AP grades, and more. Users can get detailed college data on screen and by print, sort college lists by profiles to revise as needed, and even find out why a particular college isn't on the list. The manual contains useful guidance information. Requires 128K, 5.25" & 3.5" included

CB-001-AP **$175.00**

COLLEGE SURVIVAL GUIDE
COLLEGE ADMISSIONS & FINANCIAL AID

Don't let the process of college application become a trap for your students. With the COLLEGE SURVIVAL GUIDE the steps of entering college become easily understood. The tape explains the five essential steps of becoming a college student including entrance exams, choosing a college, college admissions, selecting a major and financial aid. All information is supplied by admissions experts from colleges across the United States. High school students provide topical questions such as "When should I start applying?" "Will financial aid hinder my admission?" and "Which is more important - grades or SAT scores?"

V32-100-VHS 30 minutes. **$39.95**

THE FINANCIAL AID PLANNER

Financial aid for higher education is available if you know how the process works, and if you actively seek it out. This live-action video teaches students the information they need to know about financing a college education. Topics include:

Realities and myths of financial aid
Common types of financial assistance
Demonstrated need
The financial aid package
Seeking out financial assistance

One video cassette and an adapted version of the Cambridge Financial Aid Planner.

V32-CCP7000-VHS 30 minutes. **$98.00**

THE SECRETS OF WRITING THE COLLEGE ADMISSION ESSAY

A written essay is an important part of the college admission process. This entertaining presentation reveals everything needed to write a winning essay. Includes writing techniques, topic selection, writing samples, and "secrets" for putting your best foot forward with an effective college admission essay. This video will boost your chances of earning a place in the very best college for you.

V70-340-VHS 75 minutes. **$49.95**

COLLEGE LIFE

Here's an opportunity to help your college-bound students learn in advance how to adjust to college life and to recognize the importance and benefits of becoming involved in college activities. *College Life* provides an entertaining yet comprehensive perspective on the requirements of attending class, studying, writing papers, taking tests, figuring grades and becoming involved in campus activities. Complete package includes program disk, complete documentation, and an instructional guide with planning suggestions and teaching strategies.

MCE-702-AP **$89.00**
MCE-702L-AP Lab pack of 5. .... **$179.00**

VOCATIONAL INTEREST PROFILE REPORT

This program allows student to systematically define those broad work categories that are of most interest. First, students indicate if they are interested in performing a number of specific work activities (e.g. teach modern dance, design and paint signs, analyze data on weather condition, manage a dairy ranch, and over 200 more) that are found in a broad range of industries and occupations. Next, the computer analyzes the student's responses and ranks the 12 work categories from most interested to least interested. The 12 work activities covered include Artistic, Selling, Industrial, Protective, Scientific, Accommodating, Humanitarian, Mechanical, Plants & Animals, Business Detail, Leading-influence, and Physical Performing.

Each student receives a detailed printout listing the 12 categories in rank order, descriptions of each category, examples of jobs within each category, and references to The Guide to Occupational Exploration and the Dictionary of Occupational Titles. This system is ideal for helping students define broad occupational interests and for effective career planning. Contents: One diskette and documentation.

CA-100-AP 5.25" disk only. **$98.00**

CAREER QUEST

This lively, menu-driven software program allows students to explore the world of work in an entertaining, informative way. A database of 300 occupations allows users to self-assess their knowledge of selected traits. These traits work temperaments, school subjects, and type and length of training. The occupations are randomly chosen by the computer, so no two games are ever alike. Students can play over and over and continue to learn each time. High-interest is maintained throughout the program with the following features: immediate feedback, accumulated point totals, on-screen keys to access summaries on the screen and printer, as well as the challenge to win Tic-Tac-Toe, The Wheel of Fortune, etc.

Includes user's guide.

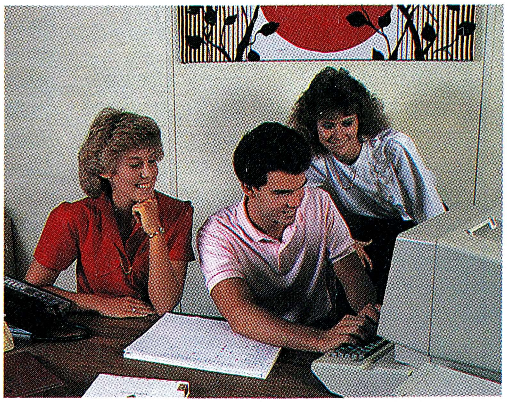
CA-0006-AP 5.25" disk only. **$89.00**

READY, SET... GOALS

Setting Personal and Career Goals

Assist students in defining their path to success by teaching them the purpose and importance of setting goals. This informative video features people of all ages discussing what goals are, how goals have affected their lives, how they choose goals and forces that have influenced the fulfillment of their goals. Viewers learn about the different types of goals they might work toward, people and things that might help or hinder the achievement of their goals, how to choose and prioritize goals, how to evaluate goals and when to change goals. Stresses the importance of setting realistic and measurable goals and defines resources which help us to achieve them. Students learn a valuable lesson about how to fulfill their dreams by evaluating their skills, values and resources.

V32-0078-VHS 30 minutes. **$79.95**



CAREER DIRECTIONS

CAREER DIRECTIONS is a condensed version of our more comprehensive program CCAPP (shown to the right). It was developed for use with a wide range of young adults, from those who wish to enter the job market, to those who wish to enter college. This program is divided into four major sections--Career Assessment, Career Analysis, Career Exploration and Career Planning. This computerized system, designed by professionals, provides maximum career planning flexibility.

Features include: *CAREER ASSESSMENT* - allows the students to systematically define their interests and objectives by completing a series of exercises designed to let them discover types of work preferred, activities, areas of study enjoyed, work environment, personal skills and abilities, physical demands and training time; *CAREER ANALYSIS* - the computer searches a data base of over 460 occupations that correspond to the student's individual career interests and abilities. This list of specific occupations is conveniently grouped according to the amount of education and training required. The system allows students to easily change individual responses in the *Career Assessment* section and examine the resulting changes in the list of specific occupations in the *Career Analysis section. CAREER EXPLORATION* - allows the students to investigate the characteristics and qualifications required for any particular occupation. Designed to help students narrow their career alternatives by allowing them to explore any occupation listed in the Career Analysis output or any occupation in the data base; *CAREER PLANNING* - provides a means of attaining the student's career objectives by providing a systematic, organized plan to either choose and enter an appropriate vocational school, choose and enter an appropriate college, or enter the job market directly. Saves the responses of up to five individuals on a disk, allowing the student to complete individual sections and return at a later time to complete additional sections. Contents: Apple - two diskettes and documentation.

Career Directions

CA-0200-AP 5.25. .... **$ 89.00**

Career Directions Spanish

CA-0290-AP. **$139.00**

Spanish•Español•Spanish•Español•Spanish

COMPUTERIZED CAREER ASSESSMENT AND PLANNING PROGRAM - CCAPP

CCAPP is computerized system which provides each student with the opportunity to gain knowledge and learn decision-making skills. The system contains 4 separate programs: CAREER ASSESSMENT; SELECTING ALTERNATIVES; CAREER PLANNING; CAREER EXPLORATION.

In addition to learning decision-making skills, students receive printouts from each activity which contain such information as:

- a summary of career interests and skills;
- a list of occupational clusters and specific occupations (over 1,200)
- descriptive information on selected occupations and occupational clusters
- learning activities for further occupational knowledge
- a list of college majors or vocational courses of study relating to career interests
- an individual career plan and a job hunting plan.

In order to utilize the program, students need access to the system and a microcomputer. Students are scheduled for 30 to 40 minutes at a time for 3 sessions (total - 1 1/2 hours). Occupational information and college or vocational school guidebooks should be available for students. Each student should be allowed to schedule the 3 sessions on the computer within a reasonable time span (3 to 4 weeks). Counselors may obtain a copy of each student's printout and provide assistance as necessary. The Counselor's Manual gives suggestions and counseling tips and explains each computer activity. This program is updated every two years.

CA-0100-AP **$485.00**

CAREERS IN MEDICINE: PHYSICIAN

This comprehensive documentary provides answers to many question students often ask about entering one of today's most challenging and satisfying careers. Medical school students and administrators offer valuable advice on how students can prepare for a career as a physician and where they can find help during their premedical years. The video also explores the options available for financing a medical education, how medical schools select students for admission, and what happens once a student earns the Doctor of Medicine degree. This video provides an informative and in-depth look at the journey to becoming a doctor in today's world of medicine. Copyright 1991.

V-7100-VHS 39 minutes. **$69.95**

WHY SCHOOL IS IMPORTANT

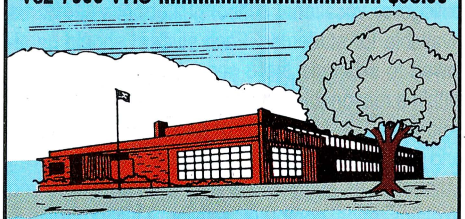
This hard-hitting video shows at-risk teens how difficult their lives will be if they drop out of school. The dropouts interviewed have found that without diplomas they cannot achieve their dreams, regardless of their talents and ambitions. Linda Nickerson, a drop-out who has recently "dropped back in," describes how much employers value a high school diploma for all their employees - even those who are janitors, construction workers or daycare workers. Luckily an alternative exists-the GED. A GED community college instructor describes the importance of a diploma. His advice is reinforced by a hard-hitting interview with a now-successful student who returned to school after realizing he could not survive without a diploma.

V32-500-VHS **$98.00**

KEEPING AT-RISK STUDENTS IN SCHOOL

Help disinterested students remain in school with this high-quality, full-motion video. Featuring actual interviews with high-risk students, this program honestly confronts the feelings of problem students. The video discusses violence, street gangs and drug abuse in a mature manner. Hosted by a juvenile probation counselor, this program offers realistic expectations at-risk students can identify with. Includes reproducible worksheets.

V32-7000-VHS **$98.00**



LOOK BEFORE YOU LEAP THE DROPPING OUT CRISIS

"When I was your age, I..." The truth of the matter is that the parents, grandparents, and even teachers of today's youth were faced with a smaller array of choices than are open to the teenagers of the nineties. This up-beat, powerful video features young people discussing their reasons for dropping out and the vast differences between the expectations and the reality of life after dropping out. Students see the abundance of choices available to them as high school graduates and the depleted job market accessible to drop-outs. This video focuses on the choices and alternatives available to all students contemplating dropping out. Vocational schools, part-time worker, part-time school, counseling, financial aid, and day care centers for teenage mothers are presented and discussed as alternatives to dropping out. This program also sends an important message to those students who might drop-out by emphasizing the importance of having a plan or goals before burning the bridges to education; "Don't just drop out of school. Drop into life."

V32-0052-VHS 30 minutes. **$89.00**

NIGHTMARE ON DRUG STREET

Nightmare on Drug Street delivers a message to teens from teens about the dangerous and deadly effects of alcohol and drugs. This powerful and dramatic video contains three vignettes of the results from drinking and using drugs, narrated by three young people who describe their experiences on drugs or alcohol. The narrators acknowledge that drugs and alcohol were made to appear attractive to them, and they admit that the peer pressure to indulge was tremendous. Also illustrates how unattractive and unpleasant they really were when they were high.

V08-8101P-VHS 40 minutes. **$29.95**

THE DRUG TAPE

People who have never used drugs have a difficult time visualizing their effects on the mind and the body. This live action video is the most realistic and unforgettable dramatization anyone would ever want to experience. Actor Howard Hesseman (*WKRP in Cincinnati; Head Of The Class*) demonstrates the effects of various drugs, from alcohol to heroin, and does it so convincingly you'll feel as if you've been there yourself. His no-nonsense approach is sure to get the attention of even the most hard to reach individuals. Cocaine, crack, angel dust and other hard-line drugs are dramatized with a realism and intensity that's credible and heartbreaking. *The Drug Tape* provides you with a lifeline of hope that will help you save the abuser and also a rude awakening for persons who are faced with the pressure to experiment with drugs.

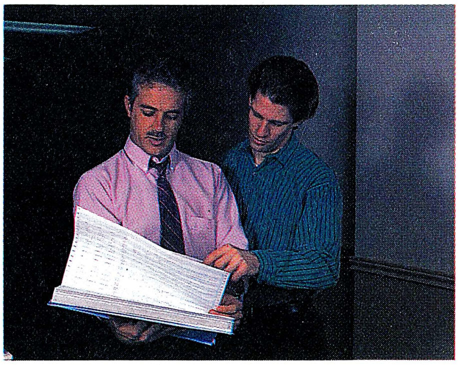
V32-N100-VHS 30 minutes. **$39.95**

TEENAGERS & TOUGH DECISIONS

During no other time in our country's history has it been so difficult to be a teenager. This video program is designed to stimulate discussion on the difficult issues facing teens today. This lively video is divided into ten brief segments that are presented in a fresh, upbeat format relevant to teens. Each segment provocatively depicts enactments of topics including peer pressure, safe sex, pregnancy, substance abuse, money management, the working world, families and divorce, teenage stress, life goals and more! Featuring actual interviews with teens across the country, this program is highly recommended and considered a valuable addition to your material aimed at helping today's teenagers through tough times. "...addresses the subjects our teens struggle with daily. Your approach is right on." Five Star Program!

Includes a teachers guide.

V32-100-VHS 55 minutes. **$49.95**



BEFORE TOMORROW BECOMES TODAY

Encourage your students to determine and plan their life and employment goals with this full-motion video program. Education requirements for skilled and unskilled jobs are given, and the pros and cons of various types of jobs are shown. The program gives suggestions and guidance for planning and organizing life and career goals.

V18-809-VHS 15 minutes. **$84.95**

WHY STAY IN SCHOOL?

This video examines the close link between work and school; between school performance and job performance; and between school success and work success. Three sets of school habits are explained in terms of their setting the foundation for future job success: Personal Habits such as dependability and punctuality; Social Habits such as getting along with classmates and future co-workers; and Leadership Habits involving how to interact with authority figures such as teachers and bosses. Emphasizing practical objectives and specific strategies, this video is an ideal addition to your dropout prevention curriculum.

V32-810-VHS **$98.00**

BREAKING OUT OF THE UNDER-ACHIEVEMENT TRAP

Under-achievement can lead to failure at school and in the work place. This video uses dramatic and numerous vignettes to identify the major under-achievement traps students fall into. Topics emphasize the importance of:

- Avoiding vague, impractical goals
- Developing specific, realistic goals
- Getting support from others
- Developing techniques for improving motivation

V32-0600-VHS 25 minutes. **$98.00**

WHY FOLLOW THE RULES?

Imagine for a moment a life without rules...taken for granted rules are suddenly ignored and the results are humorous, to say the least. That is exactly what is depicted in the first part of this program designed to show students why rules are found in every area of life (family, friendship, school and work). The second section of this video deals with the consequences of not following rules. Students are shown, for example, that success in the world of work depends on learning to deal with authority...and the place we learn to deal with authority is home. The last section of "Why Follow the Rules?" deals with the role of rules in any society with plenty of humor to maintain everyone's attention. Includes a manual.

V32-8002-VHS **$98.00**

CAREER SCAN IV

Grades: Middle School - Adult

Career Scan IV searches over 800 occupational titles that cover the entire world of work at all educationa and job task levels. The program uses the SOC system, the coding structure recommended for occupational information and data collection/dissemination by the federal government. The Standard Occupational Classification Structure is a funtional organization of jobs which clusters the 12,000 primary Dictionary of Occupational titles into understandable occupational groups, making it an excellent guidance tool. Requires 128K.

NES-1001-AP 5.25" disk. **$189.00**
NES-1001-AP3 3.5" disk. **$189.00**

EXPECTATIONS ON THE JOB

Expectations of employers and co-workers are discussed and students are taught the importance of compromising in order to keep a job. Typical situations are presented and students are asked to choose the best course of action. Maintaining a good attitude, working habits, and using proper communication skills on the job are emphasized. Students learn the importance of establishing a good rapport with co-workers. The program takes one full class period plus time for follow-up reading and exercises in the included 12-page book: Keeping a Job Now That You Have It. Requires 64K.

CA-656-AP 5.25" disk only. **$79.95**

CAREER SEARCH PROGRAMS

Help your special needs students plan careers with this software program. Each unit is geared to a specific handicap, matching personal interests and abilities to potential careers and subjects-to-study printouts. 1 Disk with Back-up, 20 handbooks, duplicating master worksheet. Requires 64K.

Career Search 1: Educatible Retarded
CA-CS1B-AP 5.25" disk only, w/backup. **$94.50**
Career Search 2: Orthopedic Handicapped
CA-CS2B-AP 5.25" disk only, w/backup. **$94.50**
Career Search 3: Hearing Impaired
CA-CS3B-AP 5.25" disk only, w/backup. **$94.50**
Career Search 4: Visually Handicapped
CA-CS4B-AP 5.25" disk only, w/backup. **$94.50**
Career Search 5: Learning Handicapped
CA-CS5B-AP 5.25" disk only, w/backup. **$94.50**

EMERGING OCCUPATIONS

Prepare your students for a job with a future. This unique program matches student interests against the characteristics of nearly 100 occupations. All have been chosen because of the potential for success to those who pursue these careers of the future. At the conclusion of the program, our students are presented with specific occupations for which they seem best suited. They are then referred to the accompanying Career Guide for in-depth information. What are the personal qualifications and educational requirement? It's all in the specially-prepared guide. Requires 64K.

MCE-252-AP 5.25" disk only. **$79.95**
MCE-252L-AP Lab pack of 5. .... **$179.95**

LIFE AND CAREER PLANNING THE FUTURE IS YOURS

Students learn the importance of deciding what type of life style to strive for and how their career goals affect the way they live. Students are presented with situations and asked to make decisions about their goals and lifestyle preferences. This program acquaints students with the differences between skilled and unskilled jobs and the prerequisites of each. Students are then able to decide on career choices that enable them to maintain their chosen way of life. Students are encouraged to assess their current skills and abilities to obtain desired results. The program culminates with a printout of the student's long and short term goals. The program takes one full class period plus time for follow-up reading and exercises in the included workbook. Requires 64K.

CA-601-AP 5.25" disk only. **$79.95**

COMPU-JOB

This four-part program teaches students about the different types of jobs, ways to find a job, getting a job and keeping a job. The student is guided by the computer through the entire employment process beginning with how to find job openings and concluding with how to keep a job once hired. The student interacts with the computer to develop his or her actual resume, to learn how to identify ways to find job opening, to learn how to follow-up job leads, to complete basic and complicated job applications, and to interview for a job establishing life and employment goals, identifying potential job possibilities, reading the newspaper "help wanted ads", using the telephone, making personal visits and things one should know before accepting a job. Specific topics include the first day on the job, identifying employee expectations, establishing good working relationships, understanding gross pay, net pay and deductions, developing a family budget, and maintaining a bank checking account. Reinforcements are included throughout. Reviews are provided at the end of appropriate sections and an overall review concludes the program. Requires 64K.

CA-107-AP 5.25" disk only. **$129.00**

THE SKILLS OF THE FUTURE

Your students will want to spend hours on this highly creative, entertaining two-disk program. The Profile disk is an inventory assessment program that guides students in examining their skills, and interests, liking them to six major skill areas (doer, investigators, creators, helpers, influencers, and organizers), and exploring major careers that use these skills. Students examine skills that highlight such areas as machines of the future, split brain research, technology survival skills, tools of the sales person of the future, and computer literacy skills. The adventure disk contains one challenge for each of the six skill areas explored on the profile disk and keeps track of student performance. Exciting graphics and animation make it fun to remember the concepts presented in *Skills Of The Future*. Requires 48K.

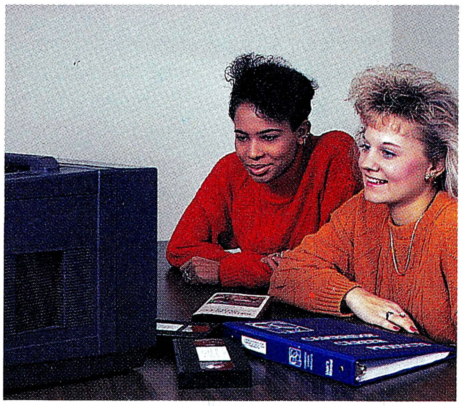
CDS-1001-AP 5.25" disk only. **$150.00**
CDS-1001L-AP Lab pack of 10. .... **$525.00**

COMMUNICATION SKILLS

Grades: 6 - Adult

This new "*Working With People*" program is designed to do just that - prepare your students for working with people. What behaviors are part of effective listening? How will you respond to an irate customer? Can you use pauses in a conversation to process information? When your students understand their responsibilities to a conversation, they'll learn to analyze their own actions. And they'll begin to build their own communication skills. This program is the first step to effectively working with people. Includes instructional guide. Requires 64K.

MCE-401-AP 5.25" disk only. **$69.95**
MCE-401L-AP Lab pack of 5. .... **$119.95**



THE VIDEO GUIDE TO INTERVIEWING SERIES

This group of three full-motion video programs helps students understand the dynamics of the interview process while gaining valuable insight into effective techniques for landing a job. This series utilizes humor, graphics, and effective, teaching techniques in three videos on how to use the interview process to get the job you want.

Four Stages of Interviewing
V17-100-VHS 30 minutes. **$98.00**
Interview Preparation
V17-200-VHS 30 minutes. **$98.00**
Handling Difficult Questions
V17-300-VHS 30 minutes. **$98.00**

ASVAB REVIEW

Men and women who wish to join the armed forces must take the *Armed Services Vocational Aptitude Battery*. This video will sharpen the academic and technical skills of the viewer, and help him prepare for a career in the military.

Includes English: Word Knowledge, and Paragraph Comprehension; Technical: General Science, Auto and Shop Information, Mechanical Comprehension, and Electronic Information; and Math: Arithmetic Reasoning, Numerical Operations, Mathematics Knowledge, and Coding Speed. Study guide included. Live Action.

V70-065-VHS 120 minutes. **$49.95**

CAREER COMPREHENSION AWARENESS

NEW '92 RELEASE

Grades: 8 - 12

The Career comprehension Awareness Series is designed to provide career information to students while building reading comprehension skills. Benefits to using this high interest series include: • Developing the ability to follow directions • Providing awareness of various occupational areas • Improving career-oriented vocabulary • Developing the ability to read more rapidly and thoroughly. Each reading program is carefully designed to provide a variety of learning modes. First, students review the key words in context sentences. Next, they are given preview questions designed to prepare them for careful reading by alerting them to certain information to be discovered within the readings. Then, after the method of reading is chosen-either screen by screen or line by line-students read while being timed. Periodically, questions are posed to check student understanding and to develop specific comprehension skills.

A management feature allows the teacher to set the reading rate and to generate reports following each lesson. These reports include the student's rate, comprehension, reading index, and performance in eleven important comprehension skills.

The Series is conveniently divided into 14 categories encompassing 42 different careers.

Artistic Careers: Fashion Designer, Musician (instrumental), Interior Designer

FM-4501B-AP 5.25" disk w/backup. **$89.00**
FM-4501B-AP3 3.5" disk w/backup. **$89.00**

Scientific Careers: Geologist, Veterinarian, Marine Biologist

FM-4502B-AP 5.25" disk w/backup. **$89.00**
FM-4502B-AP3 3.5" disk w/backup. **$89.00**

Health Careers: Nurse, Social Worker, Dental Hygienist

FM-4503B-AP 5.25" disk w/backup. **$89.00**
FM-4503B-AP3 3.5" disk w/backup. **$89.00**

Education/Professional Careers: Elem. Teacher, Lawyer, Mechanical Engineer

FM-4504B-AP 5.25" disk w/backup. **$89.00**
FM-4504B-AP3 3.5" disk w/backup. **$89.00**

Industrial Careers: Diesel Engine Technician, Electronic Mfg. Worker, Iron and Steel Industry Worker

FM-4505B-AP 5.25" disk w/backup. **$89.00**
FM-4505B-AP3 3.5" disk w/backup. **$89.00**

Mechanical Careers: Computer Svc. Tech., Automobile Tech., Air Conditioning & Refrigeration Tech.

FM-4506-BAP 5.25" disk w/backup. **$89.00**
FM-4506B-AP3 3.5" disk w/backup. **$89.00**

Construction Careers: Architect, Civil Engineer, Draftsman

FM-4507B-AP 5.25" disk w/backup. **$89.00**
FM-4507B-AP3 3.5" disk w/backup. **$89.00**

Transportation Careers: Airline Pilot, Aerospace Engineer, Airline Attendant

FM-4508B-AP 5.25" disk w/backup. **$89.00**
FM-4508B-AP3 3.5" disk w/backup. **$89.00**

Sales Careers: Automobile Parts Salesperson, Department Store Worker, Retail Salesperson

FM-4509B-AP 5.25" disk w/backup. **$89.00**
FM-4509B-AP 3.5" disk w/backup. **$89.00**

Office/Business Careers: Accountant, Computer Operator, Data Entry Operator

FM-4510B-AP 5.25" disk w/backup. **$89.00**
FM-4510B-AP3 3.5" disk w/backup. **$89.00**

Service Careers: Recreation Occupations, Police Officer, Cosmetologist

FM-4511B-AP 5.25" disk w/backup. **$89.00**
FM-4511B-AP3 3.5" disk w/backup. **$89.00**

Animal Careers: Animal Caretaker, Animal Trainer, Dog Groomer

FM-4512B-AP 5.25" disk w/backup. **$89.00**
FM-4512B-AP3 3.5" disk w/backup. **$89.00**

Protective Careers: Armed Forces, FBI Special Agent, Park Ranger

FM-4513B-AP 5.25" disk w/backup. **$89.00**
FM-4513B-AP3 3.5" disk w/backup. **$89.00**

Complete Package

FM-4500-AP 5.25" disk. **$789.00**
FM-4500-AP3 3.5" disk. **$789.00**

YOUR WORK HABITS

We used the big words but explained them in new, interactive ways! *Your Work Habits* shows students how to score high in cooperation, attitude, appearance, attendance, accuracy, and company politics. Students make decisions about real job situations--handling criticism, being honest about mistakes, being late for work, being tempted to call in sick when they're not ill, accepting others' ideas, helping their supervisors, and obeying safety rules.

Humorous, colorful graphics help hold interest and motivate students to develop and improve their own good habits.

MCE-452-AP .... **$ 69.95**
MCE-452L-AP Lab pack of 5. .... **$119.95**

YOUR FIRST JOB

Going for that first job can be pretty scary. That's why we developed *Your first Job*, a program designed to help your students move with confidence through the maze. Covering how to find the job, how to make the application and how to act during the interview, this program represents a valuable opportunity to prepare and improve the student's chances of landing that first job. Package includes complete documentation and an instructional guide with planning suggestions and teaching strategies. Also included is a sample application form for pre- and post-testing purposes.

Interest level: Secondary and adult students.

MCE-455-AP .... **$ 69.95**
MCE-455L-AP Lab pack of 5. .... **$119.95**

When you start a new job,
you become part of a team.

FIRST DAYS ON THE JOB

They'll have so many questions; but you can minimize the trauma of first days on a new job with this new informative program. We've covered those necessary forms, the introductions, training programs, making mistakes, where to park, when's payday, remembering names, manners and ethics...and much more. Your students will appreciate having some of the answers--and knowing which questions to ask--on those all-important first days!

MCE-454-AP .... **$ 69.95**
MCE-454L-AP Lab pack of 5. .... **$119.95**

Your image
tells people
about you
without your
saying a
word.

I'm a nice suit.
I'm a nice tie.
Boy, I sure am shiny!

LOOKING GOOD

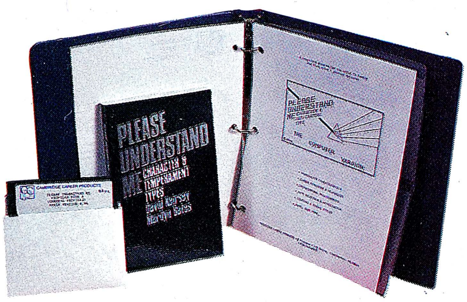
First impressions are important. This information-packed program will help your students prepare to impress prospective employers. Students gain valuable insight into dressing right for a variety of entry-level jobs. *Looking Good* will really spark interest as your students interact with the program in determining the probable type of dress for their future jobs. Instruction also includes grooming, care of clothing, the principles of style and color, and building a working wardrobe.

MCE-453-AP .... **$ 69.95**
MCE-453L-AP Lab pack of 5. .... **$119.95**

YOUR PERSONAL HABITS

This high-interest, low-vocabulary program is designed to let students select jobs and see personal habits that help them succeed on those jobs. Factory, hospital, office, and restaurant jobs are used in presenting situations. *Your Personal Habits* includes interactive discussions and instruction on how to handle problems with customers, asking for help if you need it, helping others when you can, and doing the job you're assigned. Keeping busy at your job and trying to get along well with co-workers is emphasized throughout the program.

MCE-451-AP .... **$ 69.95**
MCE-451L-AP Lab pack of 5. .... **$119.95**



PLEASE UNDERSTAND ME

Which rules you more, your head or your heart? Are you more inclined to be easy to approach or somewhat reserved? The answer to these questions and 68 others can help students determine their psychological type, temperamental type, career interests, as well as information about their relationships with others. This software promotes greater self-understanding, and helps students accept the fact that being different is o.k. Requires 64K.

CDS-10021-AP 5.25" disk only. $99.00
CDS-1002-BK Book. $9.95

COMMUNICATION SKILLS

Grades: 6 - Adult

This new "Working With People" program is designed to do just that - prepare your students for working with people. what behaviors are part of effective listening? how will you respond to an irate customer? Can you use pauses in a conversation to process information? A high interest low level vocabulary program. When your students understand their responsibilities to a conversation, they'll learn to analyze their own actions. And they'll begin to build their own communication skills. This program is the first step to effectively working with people. Includes instruction guide.

MCE-401-AP 5.25" disk only. $69.95
MCE-401L-AP Lab pack of 5. .... $119.95

JOBS IN TODAYS WORLD

Grades: 9 - Adult

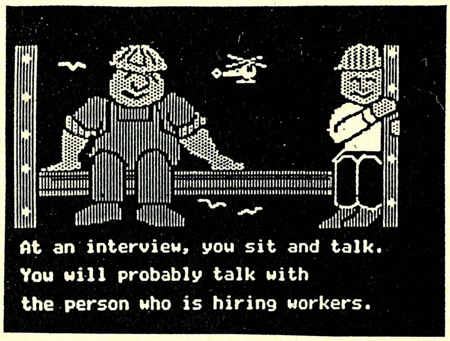
Help your non-college bound students prepare for work in today's job market. This unique interest inventory matches the student's interests against the characteristics of nearly 100 jobs. Then students are advised as to the occupations for which they seem best suited. Students may refer to the specially prepared Career Guide for useful information on each occupation. Including starting salary and employment possibilities.

MCE-253-AP 5.25" disk only. $79.95
MCE-253L-AP Lab pack of 5. .... $129.95

THE EMPLOYABILITY INVENTORY

Students work through 68 self-assessment forms that require them to make decisions in situations they might encounter while looking for a job or after they have found a job. topics covered include: finding job openings, developing resumes, following up job leads, completeing job applications, interviewing, developing proper work havits and attitudes, communications on the job, and ways to keep a job.

CA-392-AP 5.25" disk only. $69.95



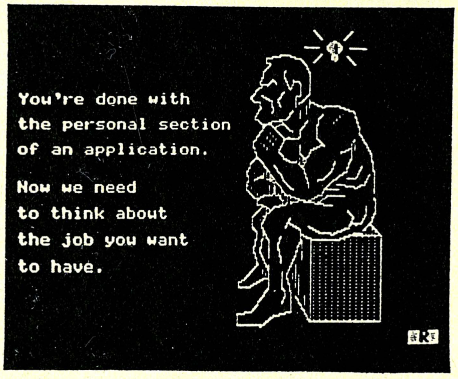
At an interview, you sit and talk.
You will probably talk with
the person who is hiring workers.

SUCCESSFUL JOB INTERVIEWING

Grades: 9 - Adult

Students are shown the importance of preparing for the interview, how to conduct themselves during the interview, and the proper follow-up procedure. Requires 64K.

MCE-153-AP 5.25" disk only. $69.95
MCE-153L-AP Lab pack of 5. .... $119.95



You're done with
the personal section
of an application.

Now we need
to think about
the job you want
to have.

FILLING OUT JOB APPLICATIONS

Grades: 9 - Adult

This program takes students through the process of filling out their own application forms. Questions common to application forms are presented and explained. Student responses are continually stored and appear on the application/printout which is available following the running of the program. Printer required.

Rerquires 64K.

MCE-152-AP 5.25" disk only. $69.95
MCE-152L-AP Lab pack of 5. .... $119.95

JOB READINESS SERIES

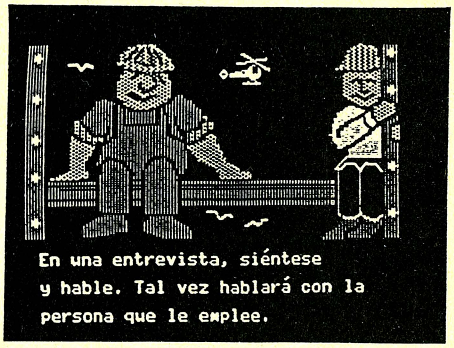
Grades: 9 - adult

This series includes four programs:

Job Attitudes: Assessment and Improvement
Filling Out Job Applications
Successful Job Interviewing
Resumes Made Easy

Complete with 4 disk and instructional guides.
Requires 64K.

MCE-150-AP 5.25" disk only. $249.95
MCE-150L-AP Lab pack of 5. .... $499.95



En una entrevista, siéntese
y hable. Tal vez hablará con la
persona que le emplee.

ENTREVISTA DE TRABAJO EXITOSA

The program shown to the left, Successful Job Interviewing, is now available in Spanish. Use it with non-English speaking and bilingual students, as well as with Spanish classes. Requires 64K.

MCE-153S-AP 5.25" disk only. $69.95
MCE-153SL-AP Lab pack of 5. .... $119.95

JOBS IN TODAY'S WORLD

Help your non-college bound students prepare for work in today's job market. This unique interest inventory matches the student's interests against the characteristics of nearly 100 jobs. Then students are advised as to the occupations for which they seem best suited. Students may refer to the specially-prepared Career Guide for useful information on each occupation. Including starting salary and employment possiblilities. Requires 64K.

MCE-253-AP 5.25" disk only. $69.95
MCE-253L-AP Lab pack of 5. .... $119.95

JOB ATTITUDES: ASSESSMENT & IMPROVEMENT

Grades: 9 - Adult

This program stresses the importance of understanding and developing attitudes necessary for success in the workplace. The desirable attitudes, motivation, cooperation, responsibility, and confidence are interactively presented. Examples used are ideal for students preparing themselves for today's job market. The program includes pre- and post-tests of the student's job related attitudes. Requires 64K.

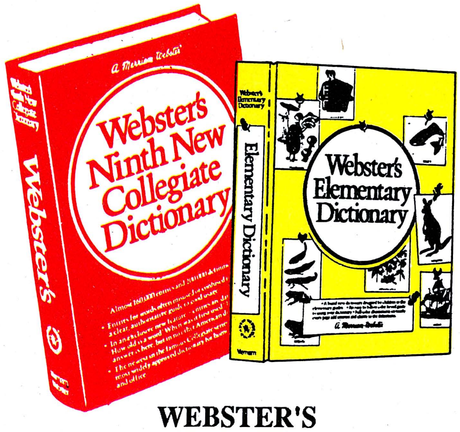
MCE-151-AP 5.25" disk only. $69.95
MCE-151L-AP Lab pack of 5. .... $119.95

RESUMES MADE EASY

Grades: 9 - Adult

This program uses a conversational style to motivate the student to think about and develop his or her own resume. Information given by the student during the running of the program automatically creates a functional or chronological resume. A printout is available at the end of the program. Requires 64K.

MCE-155-AP 5.25" disk only. $69.95
MCE-155L-AP Lab pack of 5. .... $119.95


Webster's Ninth New Collegiate Dictionary
Webster's
Webster's Elementary Dictionary

WEBSTER'S ELEMENTARY DICTIONARY

MW75 600 pages. **$14.95**

COLLEGIATE DICTIONARY

MW9 1568 pages. **$17.95**

DINO-SPELLER

Grades: K - 2

This software program with a dinosaur theme is ideal for helping young children develop the basic skills needed before beginning to use a dictionary. Three colorful, fun-to-use activities introduce skills step-by-step, from picture and word matching to letter identification, from simple spelling skills to understanding a dictionary definition. Requires 48K.

TRL-543-AP 5.25" disk. **$49.95**
TRL-543L-AP Lab pack of 5. .... **$77.95**

DICTIONARY SKILLS

Grades: 3 - 7

This program shows a listing as it would appear in a dictionary. The information given is highlighted and explained. The game gives the student the opportunity to test the skills learned. Correct answers are rewarded and incorrect answers are corrected with no penalty. Requires 64K.

RP-L9-AP 5.25" disk only. **$39.95**

VIDEO

DICTIONARIES & THEIR MEANINGS: PART 1

Grades: 2 - 6

Our Video Jockey takes you on a fascinating journey through the dictionary that reviews types of dictionaries and how to use the various pronunciation guides.

V12-305-VHS 33 minutes. **$29.95**

DICTIONARIES & THEIR MEANINGS: PART 2

Grades: 2 - 6

Students explore how to use a dictionary including definitions, entry words, cross referencing, inflective forms, connotative/denotative meanings and synonyms/antonyms.

V12-306-VHS 62 minutes. **$29.95**

THE TITLE PAGE

Grades: 2 - 6

The title page of a book is reproduced on the screen one item at a time. Each item is explained as it appears. When all info is covered, the complete page is pictured. The student is asked questions pertaining to that Title Page. For each correct answer the student "earns" a portion of a picture. When the student answers all the questions correctly, the completed picture appears on the screen. Requires 64K.

RP-L3-AP 5.25" disk only. **$39.95**

THE TABLE OF CONTENTS

Grades: 2 - 6

Several actual tables of contents are reproduced on the screen. The student is asked questions pertaining to a randomly selected table of contents. For each correct answer, the student can take a turn in the "maze." Requires 64K.

RP-L2-AP 5.25" disk only. **$39.95**

CATALOG CARDS

Grades: 2 - 6

Catalog cards are prepared according to a basic format. Learning what each entry means is quite simple and, once learned, is never forgotten. It is awkward for many adults and young adults to ask a librarian to explain what a card means. This program does the job beautifully. It takes the user through the catalog card, one item at a time, shows where each item is located (i.e. title, author, subject, location on shelf, etc.), explains what each item means and finally, tells in simple terms exactly how to find that particular book on the shelf. Requires 64K.

RP-L1-AP 5.25" disk only. **$39.95**

BASIC FICTION SKILLS

Grades: 2 - 6

This program, designed for young children, teaches them the basic principles of shelving fiction books in the library. It explains the meaning of fiction and shows the child the various letters which appear on the spines of library books and their meaning. A game follows, rewarding a correct answer and correcting incorrect answers with no penalty.
Requires 64K.

RP-L11-AP 5.25" disk only. **$39.95**

LOCATING BOOKS ON THE SHELF

Grades: 2 - 6

This program explains the different ways in which books are shelved in libraries. Fiction and non-fiction markings on the spines are explained as well as how to find those books on the shelves. Interaction with computer has the student going to shelves to get information. Requires 64K.

RP-L5-AP 5.25" disk only. **$39.95**

THE COPYRIGHT NOTICE

Grades: 3 - 6

This program stresses the meaning and importance of a copyright notice. the program also discusses the preface and acknowledgements page.
Requires 64K..

RP-L10-AP 5.25" disk only. **$39.95**

USING AN INDEX

Grades: 3 - 6

A sample index is shown on the screen. The student is asked a series of questions and types in the correct answers. At the outset of the program the student is told he or she is "lost in the woods." Every correct answer brings a clue to help the student get home safely. Requires 64K.

RP-L4-AP 5.25" disk only. **$39.95**

BIOGRAPHIES

Grades: 3 - 6

This program is devoted exclusively to locating biographies in the library. It explains why biographies are shelved the way they are, what the spine markings mean and how to find what you want in the biography section of the library. Game follows.
Requires 64K.

RP-L12-AP 5.25" disk only. **$39.95**

USING AN ALMANAC

Grades: 4 - 6

This program shows several different lists and gives hypothetical information. The student is asked to answer questions about the information given. In the game, the same type of questions are asked, using different basic information. Correct answers are rewarded and incorrect answers are corrected with no penalty. Requires 64K.

RP-L8-AP 5.25" disk only. **$39.95**

THE CARD CATALOG

Grades: 4 - 8

This program explains the three ways to look up a book in the card catalog. After providing all the basic information, the student is asked a series of questions about various books and is required to type in the correct answers, indicating he or she knows which drawer to consult, depending on the information available. Requires 64K.

RP-L6-AP 5.25" disk only. **$39.95**

DEWEY DECIMAL SYSTEM

Grades: 4 - 8

This program explains in detail the principle behind the Dewey Decimal System and exactly how the numbering system works. It takes one section of the system... Sports, for example, and shows how each sport, depending upon how it is played and the equipment used, has its own "place" and number in the system. A game follows. Correct answers are rewarded and wrong answers are corrected with no penalty.
Requires 64K.

RP-L7-AP 5.25" disk only. **$39.95**

Save! Buy All 11 As A Set - **$297.00**

LIBRARY SEARCH AND SOLVE

Grades: 4 - 12

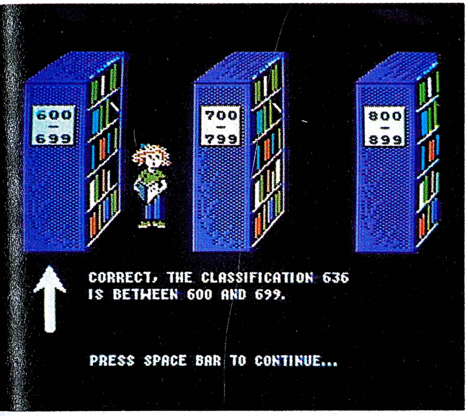
With picture puzzle-solving context, students are able to independently learn how to become skillful in using the reference materials in the library.

Features include:

- Animated graphics,
- High Scorers Hall of Fame
- Certificate of Merit when the course is successfully completed

Plus teachers have the ability to add their own hints and questions different from the provided information. Requires 48K.

History Research Questions	
KM-9025-AP 5.25" disk.	**$39.95**
KM-9025L-AP Lab pack of 10.	**$129.95**
Literature Research Questions	
KM-9028-AP 5.25" disk.	**$39.95**
KM-9028L-AP Lab pack of 10.	**$129.95**
Science Research Questions	
KM-9029-AP 5.25" disk.	**$39.95**
KM-9029L-AP Lab pack of 10.	**$129.95**



CORRECT, THE CLASSIFICATION 636 IS BETWEEN 600 AND 699.

PRESS SPACE BAR TO CONTINUE...

LIBRARY SKILLS

Grades: 5 - 12

A series of six diskettes and activity sheets stimulate student interest in the diverse resources of the library. Users assume the role of agents of the LBI (Library Bureau of Investigation). Topics for the investigators include:

- Overview of library operations and the role of the librarian
- Dewey Decimal and Library of Congress classification systems
- Card catalog and indexes-Reader's Guide, New York Times and Social Science
- Encyclopedias, dictionaries and almanacs
- Biographical references - Current Biography, Who's Who
- How to use audiovisuals

Requires 48K.

Overview (2-disks)	
LG-332B-AP 5.25" disk, w/backup.	**$119.00**
Classification (2-disks)	
LG-338B-AP 5.25" disk, w/backup.	**$119.00**
Reference (2-disks)	
LG-344B-AP 5.25" disk, w/backup.	**$119.00**
Library Skills Series (6-disks)	
LG-330B-AP 5.25" disk, w/backup.	**$309.00**

REFERENCE SKILLS

Grades: 7 - 8, Adult

Reference Skills disks provide students with useful information about how to use different reference materials such as the encyclopedia, atlas, almanac, thesaurus, Reader's Guide to Periodical Literature, computer card catalog and the Library of Congress call numbers. Some lessons review basic skills, such as parts of a book, dictionaries and using a library. These 10 lessons and additional mastery tests are intended to help empower students to do independent research. The lessons teach students research skills and help to provide comfortable access to information that can be found in libraries. Requires 48K.

H-0350B-AP 5.25" disk, w/backup.	**$79.95**
H-0350L-AP Lab pack of 5.	**$99.95**
H-0350B-AP3 3.5" disk, w/backup.	**$79.95**
H-0350L-AP3 Lab pack of 5.	**$99.95**

INFORMATION STATION

Grades: 4 - 6

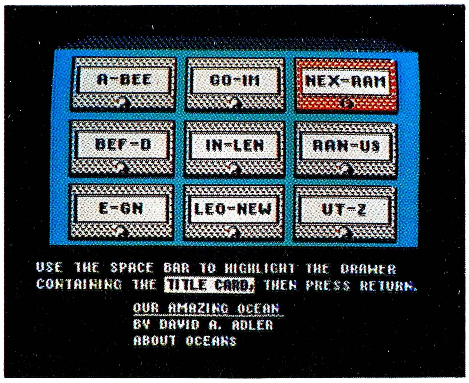
Students who boot up this software will find themselves floating miles above the earth, orbiting the planet in an "information station" satellite. Requests for information are beamed up from all over the planet, and it is up to the student to use the "satellite's" library to find the answers. Requires 64K.

SVE-20667-AP 5.25" disk.	**$69.95**
SVE-20667L-AP Lab pack of 5.	**$144.00**
SVE-20667-AP3 3.5" disk.	**$69.95**
SVE-20667L-AP3 Lab pack of 5.	**$144.00**

USING YOUR LIBRARY TO WRITE A RESEARCH PAPER

This series was designed for the Middle School, High School, or College Student. It guides the student on how to write a research paper from the inception of an idea to the finished product. This interesting approach is enhanced by colorful video graphics.

Selecting and Defining a Topic	
V70-744-VHS 60 minutes.	**$49.95**
Finding Sources of Information	
V70-758-VHS 60 minutes.	**$49.95**
Taking Notes and Organizing Your Ideas	
Writing the Paper	
V70-774-VHS 60 minutes.	**$49.95**



USE THE SPACE BAR TO HIGHLIGHT THE DRAWER CONTAINING THE TITLE CARD, THEN PRESS RETURN.

OUR AMAZING OCEAN
BY DAVID A. ADLER
ABOUT OCEANS

LET'S LEARN ABOUT THE LIBRARY

Grades: 4 - 8

Step-by-step lessons using fascinating simulation keeps interest high in this comprehensive program for Elementary to Junior High Students. Important library skills include: locating and reading catalog cards, locating books on library shelves, the differences between biographies, fiction and non-fiction books...the "secrets" of the Dewey Decimal System. Realistic simulation activities give students practical "hands-on" experience in locating books on shelves without ever leaving their seat. Program includes 3 software disks and a user guide. Requires 48K.

TRL-662-AP 5.25" disk.	**$99.95**

LIBRARY I.Q.

Grades: 6 - College

Library I.Q. is a series of five lessons designed to teach library skills. It can be used with public library patrons as introductory material to the use of common library resources. The five lessons in the series are:

- Audio-Visual Skills Part 1
- Audio-Visual Skills Part 2
- Card Catalog-Dewey Decimal System
- Library Skills Part 1
- Library Skills Part 2
- Teacher & Student guides

Requires 48K,

ML-052-AP 5.25" disk only.	**$50.00**
ML-052L-AP Lab pack of 10.	**$150.00**

REFERENCE I.Q.

Grades: 9 - 12

Reference I.Q. is a series of three lessons designed for teaching library skills to senior high school students. By using optional explanations sections and a series of multiple choice questions, this series gives the user a guided tour of the reference section of a library. Drill and practice programs on various types of reference work make up the series. Each program can be used as a study program or as a quiz program.

Requires 48K.

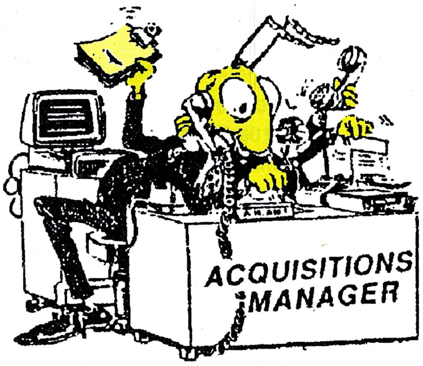
ML-098-AP 5.25" disk only.	**$45.00**
ML-098L-AP Lab pack of 10.	**$135.00**

EQUIPMENT INVENTORY CONTROL

You name it and this program can inventory it. Whatever type of office, corporation, university, laboratory, factory, library, hospital, nursing home, organization, personal collection or whatever, this program can inventory it, organize it and report on it.

Equipment Inventory Control allows you to enter each and every piece of material or equipment you have in your facility. The program doesn't care whether it is a microscope, a filmstrip projector, a VCR, a screw driver set, LOTUS, PFS file, a typewriter, a swivel chair, a TV set, an adding machine, an electric pencil sharpener, a set of encyclopedias, a speakerphone, a stethoscope, an electronic keyboard or a photocopying machine. List and classify architectural fabric swatches, carpet or glass samples, bricks, lights, etc. If you've got it and you want to inventory it, go right ahead. Enter and classify material according to Model Number, Serial Number, Name, Material Type, Location, or Condition and then search and call back by those same fields. This program generates several different kinds of reports in different combinations of information. You can list all the equipment or material or equipment, all material or equipment in the same condition, and combinations of those lists. You can enter the original cost of the items and when listing, get a total of quantity and original cost. Requires 64K.

RP-EIC-AP 5.25" disk only. **$139.00**



ACQUISITIONS MANAGER

This easy to learn program makes ordering and budget keeping a breeze. Use *Aquisitions Manager* to place orders for everything. (Special screen formats for books, magazines, supplies, or AV materials.)

- *Print orders to paper* - with your library name and address at the top of each Purchase Order
- *Edit Purchase Orders* - Change prices or add new items
- *Enter supplier only once* - call up by ID letter to use again
- *Budget Keeper* - Using a simple spreadsheet approach it allows you to enter budget item amounts allocated allowing you to see exactly what was allocated and what is left.

Aquisitions Manager takes the tedium out of the budget-keeping and acquisitions aspects of librarianship, giving you more time for more important activities.

RP-AM-AP 5.25" disk only. **$169.00**

CATALOG CARDER

This simply wonderful and wonderfully simple program for creating catalog cards has been specifically produced to make using it as easy as possible. It is a wonderful program for making catalog cards, but it is not a data base and is not designed to be one. It is designed to make catalog cards and does that job quickly, easily and economically. It will not save the entries to be maintained on a data base. Once the cards are printed, they are deleted from memory.

Catalog Carder conforms precisely to AACR II rules, allowing certain leeway to "customize" cards where desired. For example, an annotation may be included if preferred. Despite its strict adherence to AACR II rules, the program is extremely simple to learn, master and use immediately after receipt. There is no bulky, confusing manual. Instead, a brief instruction booklet shows the user the options, how to get to them, and how to use them. That's it. After reading through the booklet once and using the program for about ten minutes, you'll probably never need to look at those instructions again. Easy, abbreviated on-screen directions and prompts will jog your memory, if necessary. On-screen editing and previewing.

Complete card set consists of :

>Two author cards	> Up to four subject cards
> Title Card	> Ed/Jt author/illus card(s)
>Complete tracings	> Add'l copies of any and all

Catalog Carder package comes complete with starter pack of 200 high quality continuous feed catalog cards. Requires 64K.

RPLM-CC-AP 5.25" disk. **$129.00**

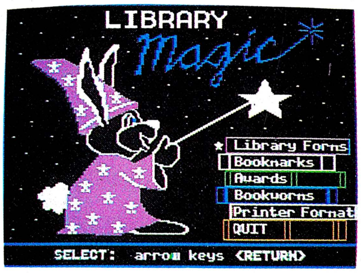
Macintosh Version requires 512K.

RPLM-CC-MAC **$149.95**

CONTINUOUS CATALOG CARDS

Durable side perforated 3"x5" cards with guide rod holes for use with all computer card catalog makers.

NSPW-4002 Package of 1000. .... **$48.95**



LIBRARY MAGIC

Here's a terrific way to personalize your media center, increase and improve your circulation, and cut your forms budget all at once!

Library Forms: Design and print your own overdue notices, book requests, library passes, book reservations, loan requests, library cards, and other items.

Bookmarks: You are limited only by your own creativity using our 32 bookmark formats.

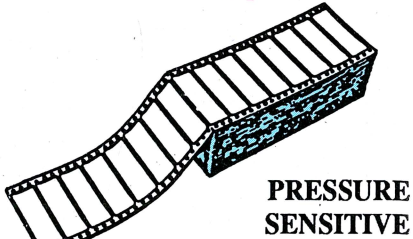
Awards: Twenty different awards designed especially for reading activities.

Bookworms: Inspire your students to read by watching their "bookworms" grow.

Requires 48K.

MCC-104B-AP 5.25" disk only, w/backup. **$49.95**

MCC-104L-AP Lab pack of 5. .... **$99.95**

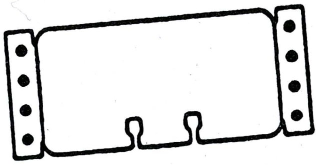


PRESSURE SENSITIVE LABELS

3 1/2" x 15/16" plain white labels. These labels permit high speed printing from almost all printers. Smudge-proof stock is excellent for file folder labels, address mailing labels or bar code labels. Self-adhesive and easy to apply.

DEN-42-451 5000 labels. **$19.95**

DEN-42-551 1000 labels. **$4.95**



CONTINUOUS ROTARY FILE CARDS

Made especially for the rolodex, these 2 1/4" x 4" rolodex cards are perforated for easy separation after data has been printed. Excellent for vendor lists, student lists, magazine lists, bar codes, or other information. 500 cards per package.

BA-06821 . ... **$11.95**

OVERDUE NOTICES

Print your overdue notices on special three-part, 3" x 5" continuous, carbonless stock. Your notice prints on three separate pieces of colored stock - white, yellow, and pink. Overall width is 6", pinfeed holes are 5 1/2" apart. Packed 1000 forms per box.

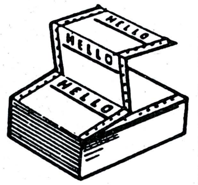
NSP-LO46544. .... **$56.00**

OVERDUE NOTICE ENVELOPES

Window envelopes for Overdue Notices. 5-1/2" x 3-9/16" with a window measuring 3-5/8" x 1-1'2"; conforms to U.S. Postal regulations.

NSPW-5536 Box of 500. .... **$12.95**

HELLO BADGES



Box of 250 smudge-proof hello badges. 2 1/2" x 3 1/2", white stock with detachable pinfeed margins for computer printers.

BA-92134-CNN Red. **$9.95**

BA-92135-CNN Blue. **$9.95**

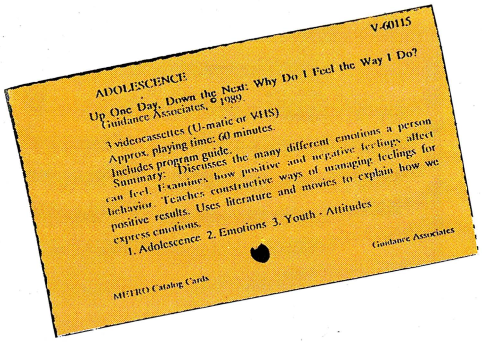
BAR CODE LABEL PROTECTORS

Transparent, durable self-adhesive protectors on easy to use roll. Measure 1 7/16" x 4" to cover and protect 3 1/2" x 15/16" labels. Available in packages of 1000

NSPW-4001 1000-4000. .... **$31.95 Pkg.**

5000-9000. .... **$30.45 Pkg.**

10,000 or more. .... **$29.95 Pkg.**



V-60115

ADOLESCENCE

Up One Day, Down the Next: Why Do I Feel the Way I Do?
Guidance Associates, © 1989.

3 videocassettes (U-matic or VHS)
Approx. playing time: 60 minutes.
Includes program guide.
Summary: Discusses the many different emotions a person can feel. Examines how positive and negative feelings affect behavior. Teaches constructive ways of managing feelings for positive results. Uses literature and movies to explain how we express emotions.

1. Adolescence 2. Emotions 3. Youth - Attitudes

Guidance Associates

METRO Catalog Cards

CATALOG CARD & LABEL WRITER

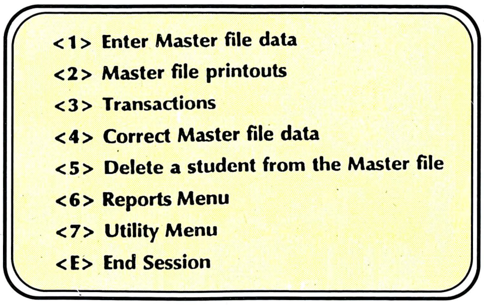
You can effortlessly produce catalog cards and labels. Among many new features, this ProDOS version can be installed on a hard disk, has word processor-like editing, and allows you to see what the card will look like before you print it. *Catalog Card & Label Writer* reduces the time spent on this necessary yet tedious chore. Input the information when prompted, just once, and your computer becomes a specialized word processor that automatically formats and prints catalog cards and book pockets and spine labels, in as many copies as you need. It also works well with audiovisual materials and software. Print one card, all, or a selected group. You can use it with most common word processors to produce accession lists. You have the option of formatting for your individualized punctuation.

Features: Can print only one card or batches; provides many card formats; allows for hanging indentions; allows for optional printing of accession list; saves to AppleWorks data format; provides automatic copy numbers on labels; allows you to place descriptive information on shelf list cards. Comes with 50 cards and works on your IIe, IIc, IIgs. Requires 48K.

KM-8258-AP 5.25" disk.	**$199.99**
KM-8258-AP3 3.5" disk.	**$199.99**

Additional Catalog Cards

NSPW-4002 Package of 1000.	**$48.95**



<1> Enter Master file data
<2> Master file printouts
<3> Transactions
<4> Correct Master file data
<5> Delete a student from the Master file
<6> Reports Menu
<7> Utility Menu
<E> End Session

LIBRARY CIRCULATION MANAGER

When it comes to keeping track of overdue books, producing overdue lists and notices, or performing title searches, this program can do your work for you. Put the computer to work in your library. Don't spend hours manually writing overdue notices or searching for a lost book. This program simplifies your recordkeeping and paperwork and enables you to spend more time with your students and supporting staff in your school. Developed for small school libraries, up to 2,200 students can borrow up to six items each. Student names, numbers, addresses, and homeroom numbers remain on file until they graduate and can be easily updated as necessary.

This program records:

- *items taken out*
- *fine due*
- *items renewed*
- *fine paid*

These reports can be printed out by student or homeroom number.

- all items out for any range of students
- overdue item, using any overdue date
- fines
- all students who have a certain number of items out
- pre-addresses letters to parents or students noting overdue items and fines
- letters ready to stuff into window envelopes
- title search
- a student's account
- fine slips

Requires 48K.

KM-8250-AP 5.25" disk.	**$199.00**
KM-8250-AP3 3.5" disk.	**$199.00**

LIBRARY HELPER "OVERDUES"

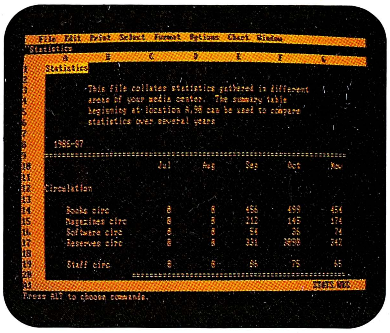
Improve Effectiveness . . . Reduce Paperwork . . . Eliminate File Drawer Searches. Using this comprehensive new record-keeping system to generate overdue notices. Save hundreds of hours of your valuable time! Designed and programmed by a librarian for easy use, even by student helpers. Requires 48K.

- *List all overdues*
- *Print fine notices*
- *Sort*
- *Delete records*
- *Add records*
- *Unlimited storage*
- *Print overdue notices*
- *Print forgetter's list*
- *Search*
- *Edit records*
- *Review records*
- *Menu driven*

SMS-110-AP 5.25" disk only, w/backup.	**$79.00**

OVERDUE NOTICE FORMS

NSP-L046544 1000 cont. forms.	**$44.95**



```
Statistics

      This file collates statistics gathered in different
      areas of your media center.  The summary table
      beginning at location A,98 can be used to compare
      statistics over several years

Circulation

   Books circ
   Magazines circ
   Software circ
   Reserves circ

   Staff circ

Press ALT to choose commands.
```

SCHOOLWORKS: MEDIA CENTER

This highly popular tutorial/productivity tool not only teaches you AppleWorks - it also adapts it for maximum utility in a library setting! Accompanying the workbook, which provides a clear, no-frills introduction to using AppleWorks' integrated word processor, database and spreadsheet, is a double-sided disk full of more than fifty applications/examples specific to a librarian's needs. Used with the workbook, these files give you the tools you need to computerize your library from the ground up.

Learn how AppleWorks can help you do:

- *Mailing Lists*
- *Statistics*
- *Bibliographies*
- *Reserve Room Tracking*
- *Acquisitions Tracking*
- *Budgeting and Forecasting*
- *Periodical check-in and Training*

All of the above template files have been tested in school and public libraries. And you can move from one application to another with just a few keystrokes. With *SchoolWorks: Media Center*, you can be more productive. Truly a bundle of timesaving templates at a bargain of a price!

- *Mailing lists*
- *Periodical check-in*
- *Library Aides*
- *Story hour*
- *Daily Circulation*
- *Gradebook*
- *Catalog Cards*
- *Periodicals list*
- *Staff directory*
- *Inventory*
- *Video Schedules*
- *Staff Scheduler*

Requires 48K, AppleWorks (page 187).

KM-8804-AP 5.25" disk.	**$75.00**
KM-8804-AP3 3.5" disk.	**$75.00**

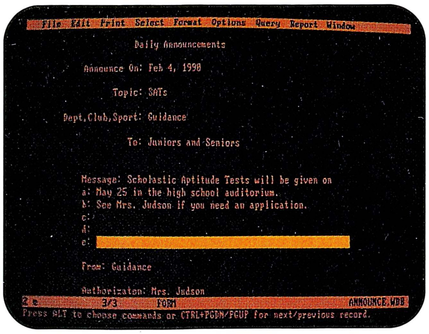
ACCESSION CONTROL

Get rid of your old fashioned, heavy, cumbersome Accession Books and replace them with lightweight, compact, convenient floppy disks (or even better and easier, store directly on your hard-disk...if you have one). Because you asked for it, this program will now allow you to:

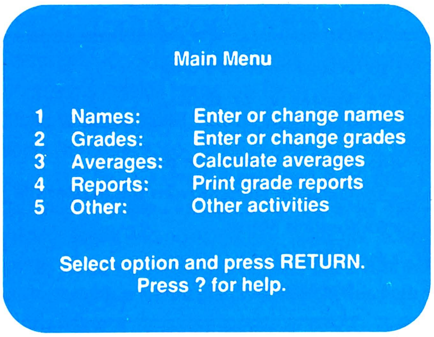
1. Go back and edit every entry.
2. Choose and enter any accession number you want.
3. Use up to an eight-digit accession number.
4. Use this sign (#) to indicate a book is no longer available (lost, stolen, discarded, etc).
5. Or, if preferred, edit out all information pertaining to that book and reuse the accession number.

Requires 64K.

RP-AC-AP 5.25" disk.	**$129.00**

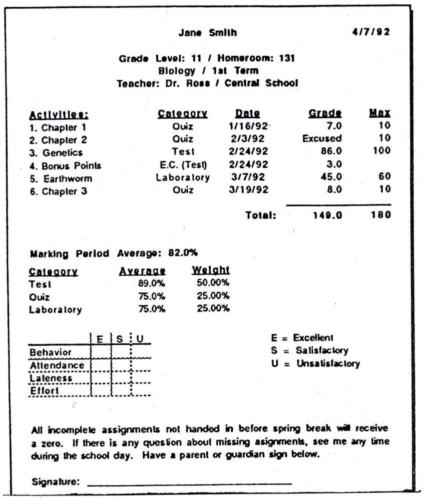


```
File Edit Print Select Format Options Query Report Window
                    Daily Announcements

          Announce On: Feb 4, 1998

               Topic: SATs

      Dept,Club,Sport: Guidance

                  To: Juniors and Seniors


          Message: Scholastic Aptitude Tests will be given on
          a: May 25 in the high school auditorium.
          b: See Mrs. Judson if you need an application.
          c:
          d:
          e:

          From: Guidance

          Authorizaton: Mrs. Judson
2 =         3/3        FORM                              ANNOUNCE.WDB
Press ALT to choose commands or CTRL+PGDN/PGUP for next/previous record.
```



```
                 Main Menu

1   Names:      Enter or change names
2   Grades:     Enter or change grades
3   Averages:   Calculate averages
4   Reports:    Print grade reports
5   Other:      Other activities

  Select option and press RETURN.
        Press ? for help.
```

PROGRESS REPORTS



Jane Smith 4/7/92

Grade Level: 11 / Homeroom: 131
Biology / 1st Term
Teacher: Dr. Ross / Central School

Activities:	Category	Date	Grade	Max
1. Chapter 1	Quiz	1/16/92	7.0	10
2. Chapter 2	Quiz	2/3/92	Excused	10
3. Genetics	Test	2/24/92	86.0	100
4. Bonus Points	E.C. (Test)	2/24/92	3.0	
5. Earthworm	Laboratory	3/7/92	45.0	60
6. Chapter 3	Quiz	3/19/92	8.0	10
		Total:	149.0	180

Marking Period Average: 82.0%

Category	Average	Weight
Test	89.0%	50.00%
Quiz	75.0%	25.00%
Laboratory	75.0%	25.00%

	E	S	U
Behavior			
Attendance			
Lateness			
Effort			

E = Excellent
S = Satisfactory
U = Unsatisfactory

All incomplete assignments not handed in before spring break will receive a zero. If there is any question about missing asignments, see me any time during the school day. Have a parent or guardian sign below.

Signature: ______________________

SCHOOL WORKS

Combine *School Works* templates and *AppleWorks* and you have the most useful tool any educator, administrator or coach could want, always available in your computer. Examples:

For the teacher:

- > Gradebook templates allow you to quickly update your students' latest scores.
- > Outline format helps you begin that rewrite of a course of study.

For the office:

- > Purchase Order enables you to check amounts encumbered.
- > Calendar shows you what you are doing today, next week, and next month.

For the athletic department:

- > Basketball Stats tells you what your team's percentages were in the last game.

Best of all, the documentation is right on the disk. The programs are not copyprotected so you can make unlimited copies for use within your own school building!

Requires 128K; AppleWorks (see page 185 for description), and a printer.

SchoolWorks: Teacher

KM-8500-AP 5.25" disk.	**$75.00**
KM-8500-AP3 3.5" disk.	**$75.00**

SchoolWorks: Office

KM-8501-AP 5.25" disk.	**$75.00**
KM-8501-AP3 3.5" disk.	**$75.00**

SchoolWorks: Athletic Director

KM-8502-AP 5.25" disk.	**$75.00**
KM-8502-AP3 3.5" disk.	**$75.00**

GRADEBOOK

At all times you have available your entire class's record (or a single student's) - not just final totals. It stores up to 20 grades per student, and 40 students per class in 16 classes, or 75 smaller classes. Student names or coded I.D. numbers can be used and printed in alphabetical order or ranked by achievement. Includes drop a test ability .

It automatically:

- averages grades whenever new test results are entered
- shows incompletes
- shows both numerical average, letter grade for each student, and class average
- You set the point value according to your own school's classification for grades A - F.

Requires 48K, one disk drive, plus any 80-column printer with compressed mode capability.

KM-6508-AP 5.25" disk only.	**$39.95**

GRADEBOOK DELUXE

With a few simple keystrokes you can compute grades for an entire class, averages and create class rolls. Print class reports or individual student reports by name or code number. You can even print names with a grid for recording attendance or marks. Grades are easily entered, changed or weighted. Enter marks as percents, points or letters (A+ to F). Copy names from one class to another with ease. It will curve your marks and calculate class mean, median, standard deviation, and grade distribution on every assignment. It will keep track of missing and excused grades and print a missing marks reports. Score and enter tests automatically. It will handle 40 students per class, up to 255 grades per student, and an unlimited number of classes. This helpful utility operates extremely fast, even with large data bases and also supports Scantron to automatically enter and score tests. New features of 1992 version 4 include: a sturdy 3-ring binder with index tabs for organizing classes; cumulative porint grading; rapid multiple grade entry for a specific student class ranking; and more. Adapts to any printer. Can use condensed print. Copies names from one class to another. Prints grids with student names for recording attendance or scores.

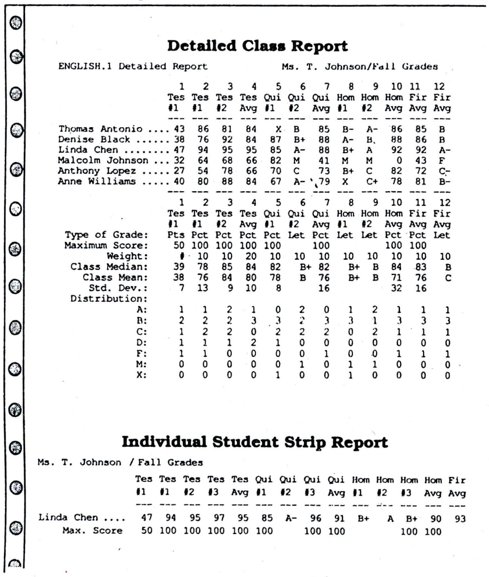
Requires 64K.

ES-16-AP 5.25" disk.	**$79.95**
ES-16-AP3 3.5" disk.	**$79.95**

Site License

Disk and school site license documentation.

ES-16-SL 5.25" disk.	**$174.95**
ES-16-SL3 3.5" disk.	**$174.95**



```
                     Detailed Class Report
    ENGLISH.1 Detailed Report              Ms. T. Johnson/Fall Grades

                       1   2   3   4   5   6   7   8   9  10  11  12
                      Tes Tes Tes Tes Qui Qui Qui Hom Hom Hom Fir Fir
                      #1  #1  #2  Avg #1  #2  Avg #1  #2  Avg Avg Avg
                      --- --- --- --- --- --- --- --- --- --- --- ---
    Thomas Antonio .... 43  86  81  84   X  B   85  B-  A-  86  85  B
    Denise Black ...... 38  76  92  84  87  B+  88  A-  B.  88  86  B
    Linda Chen ........ 47  94  95  95  85  A-  88  B+  A   92  92  A-
    Malcolm Johnson ... 32  64  68  66  82  M   41  M   M    0  43  F
    Anthony Lopez ..... 27  54  78  66  70  C   73  B+  C   82  72  C-
    Anne Williams ..... 40  80  88  84  67  A- `,79  X  C+  78  81  B-
                      --- --- --- --- --- --- --- --- --- --- --- ---
                       1   2   3   4   5   6   7   8   9  10  11  12
                      Tes Tes Tes Tes Qui Qui Qui Hom Hom Hom Fir Fir
                      #1  #1  #2  Avg #1  #2  Avg #1  #2  Avg Avg Avg
     Type of Grade:   Pts Pct Pct Pct Pct Let Pct Let Let Pct Pct Let
     Maximum Score:    50 100 100 100 100     100         100 100
            Weight:     #  10  10  20  10  10  10  10  10  10  10  10
      Class Median:    39  78  85  84  82  B+  82  B+  B   84  83  B
        Class Mean:    38  76  84  80  78  B   76  B+  B   71  76  C
         Std. Dev.:     7  13   9  10   8      16          32  16
     Distribution:
                A:      1   1   2   1   0   2   0   1   2   1   1   1
                B:      2   2   2   3   3   2   3   3   1   3   3   3
                C:      1   2   2   0   2   2   2   0   2   1   1   1
                D:      1   1   1   2   1   0   0   0   0   0   0   0
                F:      1   1   0   0   0   0   1   0   0   1   1   1
                M:      0   0   0   0   0   1   0   1   1   0   0   0
                X:      0   0   0   0   1   0   0   1   0   0   0   0


               Individual Student Strip Report
  Ms. T. Johnson / Fall Grades

                 Tes Tes Tes Tes Tes Qui Qui Qui Qui Hom Hom Hom Hom Fir
                 #1  #1  #2  #3  Avg #1  #2  #3  Avg #1  #2  #3  Avg Avg
                 --- --- --- --- --- --- --- --- --- --- --- --- --- ---
  Linda Chen ....  47  94  95  97  95  85  A-  96  91  B+   A  B+  90  93
       Max. Score  50 100 100 100 100 100     100 100         100 100
```

THE J & S GRADEBOOK

Critic's Choice

The J & S Gradebook makes grade recording easy and accurate for teachers of all grades. *The J & S Gradebook* allows each class to hold up to 50 students with up to 70 grades per student per marking period. Up to nine marking periods can be used. In addition, there is the capability to record an entire years grades. Extra credit, weighing grades, and dropping students lowest grade as well as transferring students to another class are other features. A Grade Book Page with all your grades can be printed for each class. It can replace your hand-written grade book. Progress reports, for record keeping or to be sent home can be printed for all students or a range of students. Teacher comments and attitude ratings can be added to the progress report. Reports can be designed according to your needs. You can also print student averages, grades for any activity, a list of students missing assignments, histograms, final marking period grades, a grid for recording student grades, and more. All reports can have the day's date.

Apple II Requires64K and 2 disk drives or 128K and one disk drive.

JS-805B-AP 5.25" w/backup.	**$69.50**
JS-805B-AP School Pack of 10.	**$350.00**
JS-805B-AP3 3.5" w/backup.	**$69.50**
JS-805B-AP3 School Pack of 10.	**$350.00**

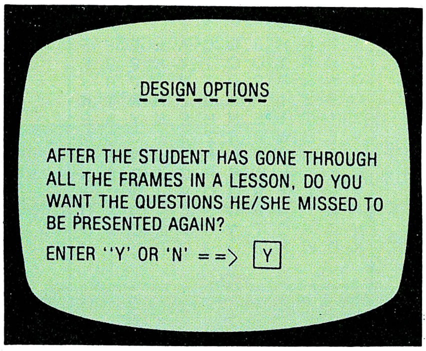
J&S GRADE BOOK - MACINTOSH

NEW '92 RELEASE

This new Macintosh version of the J&S Grade Book has all the features of the Apple II version PLUS the following: Virtually unlimted numbers of students and grades per class (limited by memory and disk space): Extremely flexible spreadsheet format for editing and adding grades; Data can be exported and imported to and from other programs; Teachers can customize progress reports and other reports; On-line help available with a single keystroke; Students, activities, and grades, can be cut, copied, and pasted; Uses all Macintosh features; Extremely fast; Teachers are guided through an easy initial setup of class and grade parameters; Easy to use.

Requires Mac+ or later; System 4.2 thru and including System 7.0 compatible.

JS-805B-MAC 3.5" disk w/backup.	**$74.50**
JS-805B-MAC School pack of 10.	**$350.00**



```
DESIGN OPTIONS

AFTER THE STUDENT HAS GONE THROUGH
ALL THE FRAMES IN A LESSON, DO YOU
WANT THE QUESTIONS HE/SHE MISSED TO
BE PRESENTED AGAIN?
ENTER ''Y' OR 'N' ==> Y
```

CREATE LESSONS

Grades: Elementary K -4 & Special Ed. , 4 & up

This program allows teachers to easily write their own lessons, drill sequences, tests or tutorials. The large letterset makes it perfect for use with elementary or special needs students. The disk holds up to 15 lessons of 20 frames each and features special graphic symbols for math programs.

Design options allow the teacher to:

- decide how many tries a student should have before the correct answer is displayed
- end lessons if they are too easy or too difficult depending on the number of questions missed
- have the questions presented in random or sequential order
- repeat questions that are missed later in the lesson

Requires 48K.

H-1000B-AP 5.25" disk w/backup.	$49.95
H-1000L-AP Lab pack of 5.	$79.95
H-1000B-AP3 3.5" disk w/backup.	$49.95
H-1000L-AP3 Lab pack of 5.	$79.95

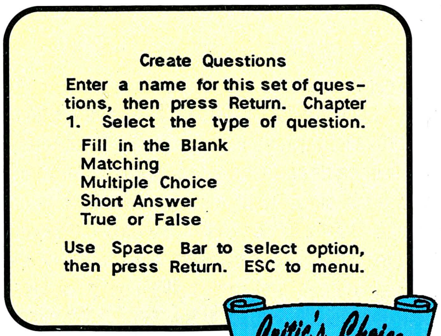
CREATE LESSONS - ADVANCED

Critic's Choice

Grades: 4 and up

This program is especially useful for jr high and sr high school students because of its small letter set and many options for lesson design. The letter set permits teachers to present as many as ten lines of content in one frame. This space may be used in any way that best suits the subject matter - common uses are information frames, questions frames, hints and explanations. a wide variety of content may be used from every part of the curriculum, as well as enrichment subjects. *Create Lessons-Advanced* has a Master Disk and a Data Disk. The Master Disk has space for 10 lessons, and the Data Disk will hold 20 or more lessons, depending on their size. The Master Disk is used to create and run the lessons. The Data Disk is for storage of completed lessons. Requires 48K.

H-1001-B-AP 5.25" disk.	$39.95
H-1001-L-AP Lab pack of 5.	$79.95
H-1001- B-AP3 3.5" disk.	$39.95
H-1001L-AP3 Lab pack of 5.	$79.95



```
Create Questions
Enter a name for this set of ques-
tions, then press Return. Chapter
1. Select the type of question.
  Fill in the Blank
  Matching
  Multiple Choice
  Short Answer
  True or False
Use Space Bar to select option,
then press Return. ESC to menu.
```

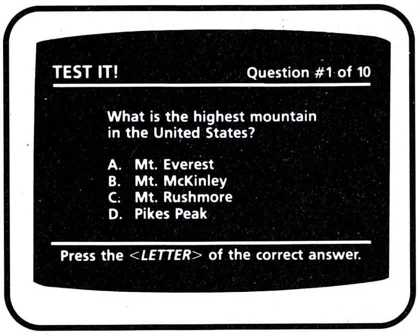
Critic's Choice

TEST GENERATOR

This versatile resource program allows teachers to enter up to 500 questions and then to design tests composed of those questions. This program accepts five types of questions: fill in the blank, matching, multiple choice, true/false, and short answer/essay. To design a test, teachers may choose specific questions or ask the computer to randomly select a specific number of questions. A test can be composed of all of one type of question or a mixture of types.

Requires 64K.

G-136B-AP 5.25" disk w/backup.	$69.95
G-136B-AP3 3.5" disk w/backup.	$69.95



```
TEST IT!                    Question #1 of 10

    What is the highest mountain
    in the United States?

    A.  Mt. Everest
    B.  Mt. McKinley
    C.  Mt. Rushmore
    D.  Pikes Peak

Press the <LETTER> of the correct answer.
```

TEST IT! DELUXE

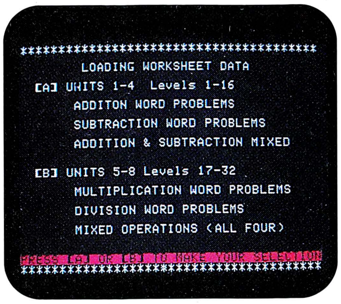
Use Test It ! Deluxe and combine your creative test-writing ability with the power of a computer. No matter what subject you teach, Test It! Deluxe is designed to make your work both easier and more productive. With Test it! Deluxe your tests will look like they came straight from the publisher. Your computer will print out clear, well-composed tests with a variety of question formats. You can even have students take on-screen tests. They will receive immediate feedback on each question and you will receive a full report on their progress. What's so amazing is that it's all so easy! Imagine being able to save questions you work so hard to write and use them, year after year, in new combinations and sequences.

Allows for five types of questions: multiple choice, true-false, fill-in-the-blank, modified true-false, even essay. Hand pick questions or have the computer select automatically. You control the number, difficulty and mix of question types...It creates paper/pencil tests with answer keys as well as computerized tests for students "on-line". Computerized tests are automatically scored. A printer is useful but not required. Requires 64K.

ES-23-AP 5.25" disk.	$69.95
ES-23-AP3 3.5" disk.	$69.95
ES-25-AP School site License.	$164.95

MATH WORD THOUGHT PROBLEMS GENERATOR

Grades: 1 - 12



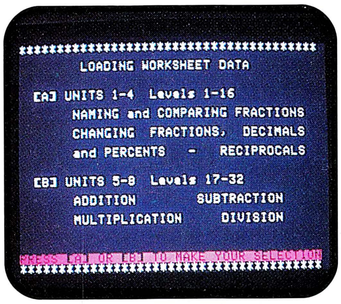
```
*****************************************
       LOADING WORKSHEET DATA
 [A] UNITS 1-4  Levels 1-16
      ADDITON WORD PROBLEMS
      SUBTRACTION WORD PROBLEMS
      ADDITION & SUBTRACTION MIXED

 [B] UNITS 5-8 Levels 17-32
      MULTIPLICATION WORD PROBLEMS
      DIVISION WORD PROBLEMS
      MIXED OPERATIONS (ALL FOUR)

PRESS [A] OR [B] TO MAKE YOUR SELECTION
*****************************************
```

Stimulate critical thinking and create an unlimited number of word problem worksheets at the press of a key. Addition, subtraction, multiplication, and division are presented at selected levels of difficulty. BONUS! Your students names appear in each of the thought problems. Names are stored on the disk and need to be typed in only once. Requires 48K.

FLS-1000B-AP 5.25" disk only, w/backup.	$59.95

FRACTION WORKSHEET GENERATOR

Grades: 3 - 12



```
*****************************************
       LOADING WORKSHEET DATA
 [A] UNITS 1-4  Levels 1-16
      NAMING and COMPARING FRACTIONS
      CHANGING  FRACTIONS,  DECIMALS
      and PERCENTS   -   RECIPROCALS

 [B] UNITS 5-8  Levels 17-32
      ADDITION          SUBTRACTION
      MULTIPLICATION       DIVISION

PRESS [A] OR [B] TO MAKE YOUR SELECTION
*****************************************
```

Never handwrite math worksheets again! Save yourself hours of paperwork. Create fraction worksheets individually tailored to the ability of your student or students in true/false, multiple choice, matching, short answer or problem statement. Requires 48K.

FLS-3000B-AP 5.25" disk only w/backup.	$59.95

NUMBER FACTS SHEETS

Critic's Choice

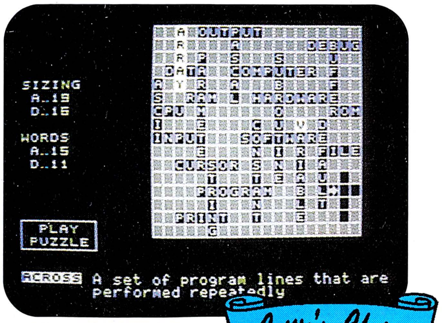
This teacher resource disk prints worksheets and answer keys containing one to 40 randomly generated number facts. First, you select the operation(s); addition, subtraction, addition and subtraction, multiplication, division, and multiplication and division. Then, you select the parameters by which problems are generated. In addition and subtraction, the choices are sums to 6 and subtraction from 6 or less, sums to 10 and subtracting from 10 or less, sums to 12 and subtracting from 12 or less, and sums to 18 and subtracting from 18 or less. In multiplication and division, the choices are a single multiplication/divisor from 0 to 12 or the following groups of multiplicands/divisors: 0-5, 6-9, 10-12, 0-9, and 0-12. Requires 48K

G-117B-AP 5.25" w/backup.	$59.95
G-117B-AP3 3.5" w/backup.	$59.95

WORKSHEET GENERATOR - MATH

This program will generate worksheets with addition, subtraction, or multiplication problems. In a multiplication worksheet, for example, you can control the number of digits in the multiplier as well as the multiplicand. You control the range of numbers allowed as well. All problems are randomly generated. Multiple copies of the worksheet can be printed. The answer key shows each step of the solution so that intermediate steps can be checked. A printer with at least 80 columns is required. Requires 48K.

ML-050-DAP 5.25" disk.	$35.00



ACROSS A set of program lines that are performed repeatedly

Critic's Choice

CROSSWORD MAGIC

Grades: 2 - 12

Share the adventure of learning through the versatility of this remarkably flexible teaching tool. *Crossword Magic* can be used with success in all curriculum areas and at all grade levels. A proven way to show students how creative they are, and how smart they can be. In math - in history - and in geography. Makes it easy to create, arrange, edit, and print original crossword puzzles for classroom study. Encourages creativity and higher order thinking skills. Accepts numbers and operation symbols as clues or answers in creating cross-number puzzles. Prints designated letters of the puzzle to provide extra clues for students. Prints puzzles, clues, and answer keys using a wide variety of printers.

Apple

MNS-85607-AP 5.25" disk only. **$59.95**

Macintosh

MNS-85607-MAC **$49.95**

CROSSWORD MAGIC PUZZLE DISKS

Grades: 5 - 8

In a hurry for a puzzle? Then use *Crossword Magic Puzzle Disks* to print the puzzles you need whenever you need them. To make your job a little easier, we have created six disks full of crossword puzzles in six different curriculum areas. These puzzles can be modified to suit your particular needs or those of your students. To help you choose the puzzle you need, a print-out of each puzzle is included.

MNS-85601106-AP 5.25" disk. **$39.95**

PRINT YOUR OWN BINGO PLUS

Grades: 1 - 12

Whether you want to practice simple word recognition, drill on states/capitals, titles/authors, opposites or help students learn any paired-associate, this program makes it easy. Each printed Bingo card will be different. Requires 48K.

H-1315B-AP 5.25" disk w/backup. **$49.95**

H-1315B-AP3 3.5" disk w/backup. **$49.95**

MICKEY'S CROSSWORD PUZZLE MAKER

'93

Grades: K - 6

Children, Teachers, and parents can create, play and print crossword puzzles using Disney characters and backgrounds. Word and picture clues help create the puzzles while building children's vocabulary and reading skills.

WDS-0001-AP .... **$ 29.95**

MAKE-A-FLASH

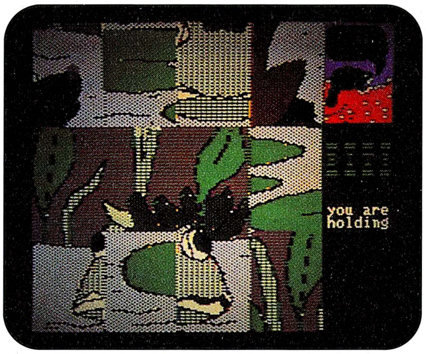
Do 3 x 5 cards and messy magic markers send you into a frenzy? Let this efficient Teacher Tool save you time and aggravation in preparing flash cards. Create easy to read flashcards and word recognition tests and print colored flash cards with you own words or math equations. Use for students in all grades because you create the contents. Use cards for word drill, concentration card games, math drill, bulletin board diplays, student desk labels, etc. Includes 250 cards for flash cards. Requires 64K.

TS-15-AP 5.25" disk only. **$69.95**

TS-15L-AP Lab pack of 5. .... **$139.00**

Additional continuous 3" x 5" colored pin feed cards pkg/250.

TS-15 . ... **$6.75**



THE PUZZLE MACHINE

NEW '91 RELEASE

Grades: 4 - 8

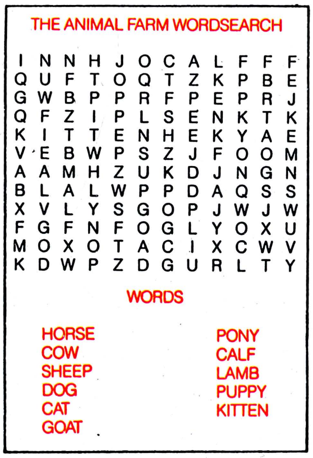
The Puzzle Machine allows teachers to create self-booting student disks containing high-resolution color graphics ready to be solved as jigsaw puzzles. Puzzles may be played with 4, 8, 9, 12 or 16 pieces and are joystick or keyboard compatible. The creative teacher who is always looking for "something extra" will love this program. Not only does the master disk come with a special United States puzzler map, but also included is the fabulous Extras! disk which contains over 40 high-resolution pictures that can be turned into puzzles. And now for the good news! We now have *The Puzzle Machine-special Edition*. This enhanced version does everything that *The Puzzle Machine* does but is specifically adapted for use by a variety of handicapped learners. Puzzles made utilizing the special edition can be played with 4 to 8 pieces, which will make the program adaptable to the visually impaired student or very young learner. Imagine every student in the classroom being able to use the same program that has been "tailor made" to meet his or her unique learning needs. The Puzzle machine and The Puzzle Machine - Special Edition are now being offered together. Requires 64K.

H-5000B-AP 5.25" disk w/backup. **$139.95**

H-5000L-AP Lab pack of 5. .... **$219.95**

H-5000B-AP3 3.5" disk w/backup. **$139.95**

H-5000L-AP3 Lab pack of 5. .... **$319.95**



THE ANIMAL FARM WORDSEARCH

```
I N N H J O C A L F F F
Q U F T O Q T Z K P B E
G W B P P R F P E P R J
Q F Z I P L S E N K T K
K I T T E N H E K Y A E
V E B W P S Z J F O O M
A A M H Z U K D J N G N
B L A L W P P D A Q S S
X V L Y S G O P J W J W
F G F N F O G L Y O X U
M O X O T A C I X C W V
K D W P Z D G U R L T Y
```

WORDS

HORSE
COW
SHEEP
DOG
CAT
GOAT
PONY
CALF
LAMB
PUPPY
KITTEN

WORDSEARCH

Grades: 1-12

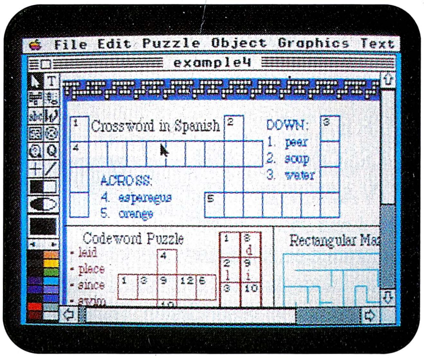
Create exciting wordfind puzzles the easy way! This convenient program randomly generates puzzles containing up to 40 words selected by the teacher. This program will also print wordfinds in expanded form. It is ideal for elementary schools. The disk will hold up to 90 data bases of 40 words each. Teacher's Guide is included. You can control the difficulty of the puzzle by choosing options such as:

- *overlapping words*
- *left to right only*
- *top to bottom only*
- *words printed backwards*
- *diagonal words included*

Requires 48K.

H-1301-AP 5.25" disk w/backup.. .... **$49.95**

H-1301-AP3 3.5" disk w/backup. **$49.95**



Crossword in Spanish

DOWN:
1. peer
2. soup
3. water

ACROSS:
4. asparagus
5. orange

Codeword Puzzle
- laid
- place
- since

Rectangular Ma

DESIGNER PUZZLES

Grades: K - Adult

Designer Puzzles is a puzzle-generating utility that creates a variety of puzzles based on the words and subject area specified by the user. It also includes a versatile drawing and graphics utility that can produce a variety of posters, certificates, announcements, and other printed materials that contain the puzzle you've created. *Designer Puzzles* is designed to aid teachers and other school personnel in some of their day-to-day classroom preparations. It provides an opportunity to control content and personalize projects. With *Designer Puzzles*, students can create professional-looking documents while enhancing their knowledge of computers.

Apple GS Requires at least1 Meg.

MEC-223-GS 3.5" disk. **$59.00**

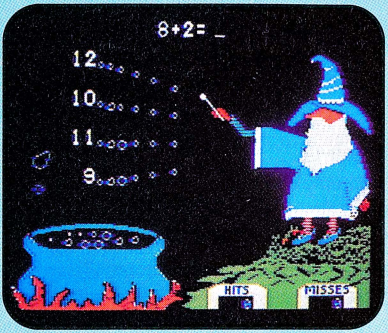
> "Any or all of these programs would be valuable in your software library"
> - Arithmetic Teacher

ARCADEMIC DRILL BUILDERS

Grades: 1 - 8

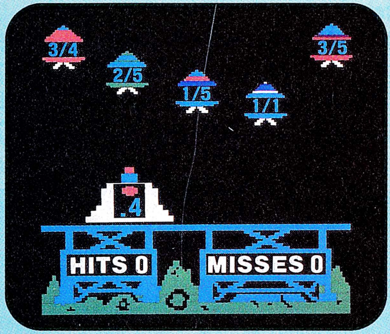
With our six exciting *Arcademic Drill Builders* authoring software, teachers or students can insert precisely the practical material needed!

Teachers can create, revise, and print their own games. Disks store up to 36 games each. The screen displays complete directions and helpful prompting. Game control options include: speed (1-9), run time (1-5 minutes), paddle or keyboard control, and sound (on/off). Requires 48K. 5.25" disk only.



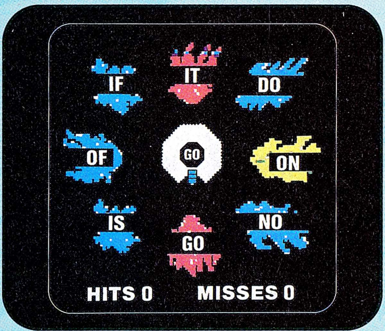
Wiz Works: A colorful wizard with a magic wand gives students a helping hand as they practice basic sequencing skills. Suggested content: spelling words, number sequencing, math facts, and more.

DLM-16784-AP	**$46.00**



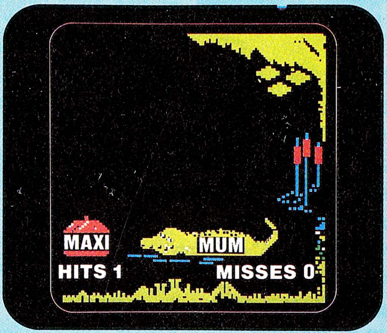
Alien Action: Invading spaceships are repelled and the missile base saved when students supply the correct answers. Suggested content: Roman numerals, greater than/less than comparisons, and more.

DLM-16785-AP	**$46.00**



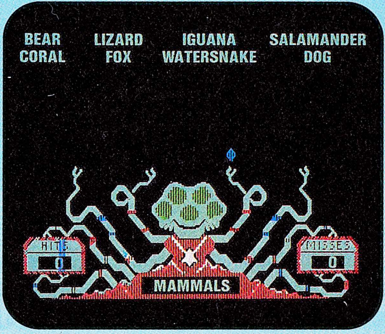
Meteor Mission: In this fill-in-the-answer game, players shatter invading meteors with the right answers the math or word problems they especially need to practice. Suggested content: abbreviations, fractions, sight words, and more.

DLM-16786-AP	**$46.00**



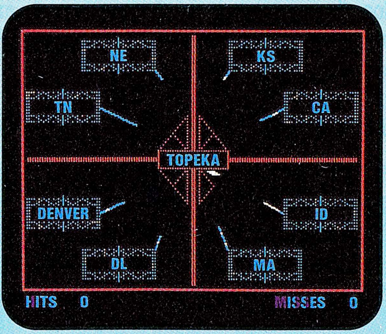
Alligator Alley: Hungry alligators gobble up apples that contain the right answers, which the players have selected. Suggested content: pronouns, number words, negative integers, and more.

DLM-16787-AP	**$46.00**



Idea Invasion: A friendly octopus with a magic ring helps students get the right answers. Players are allowed to categorize in three columns. Suggested content: city/state/country, past/present/present progressive verbs, and more.

DLM-16788-AP	**$46.00**



Make-A-Match: In this matching exercise, players develop skill mastery as they race against time and advancing electronic rays. Suggested content: compound words, contractions, foreign words, and more.

DLM-16789-AP	**$46.00**

THE LESSON PLANNER

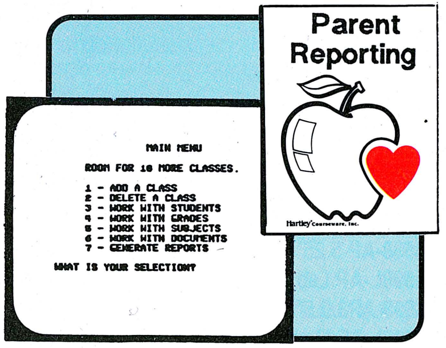
The Lesson Planner provides a database of lesson plan items which may be customized. It enables teachers to select the appropriate categories and phrases to describe the objectives, and activities suitable for the lesson at hand. The program then produces an organized sheet enumerating the scope and sequence of the day's lesson. On screen directions and easy-to-read 40 column text make the program accessible, even to the computer novice. The program can generate daily, weekly, and prescriptive plans. The data is saved on a copyable file disk, allowing teachers and districts to disseminate objectives, lesson plans and any other data deemed necessary. Additional copies of a lesson may be printed out with the touch of a key. The lesson may also be saved on the file disk and reprinted or edited at a later date. Requires 64K.

TYS-100-AP 5.25" disk.	**$39.95**
TYS-100-AP3 3.5" disk.	**$39.95**

READABILITY ANALYSIS

For teachers who wish to determine the reading level of any written material, this program is a quick and easy alternative to the old hand method of predicting readability. The teacher types in an appropriate passage and the computer counts syllables, words, and sentences and calculates average word and sentence length and word difficulty. It displays all of this information as well as the reading level of the text. The teacher may choose from these tests: the Spache Primary Reading Formula, the Dale-Chall Readability Formula, and the Fry Readability Scale. Requires 64K.

G-105B-AP 5.25" disk w/backup.	**$59.95**
G-105B-AP3 .5" disk w/backup.	**$59.95**



```
              MAIN MENU

    ROOM FOR 10 MORE CLASSES.

    1 - ADD A CLASS
    2 - DELETE A CLASS
    3 - WORK WITH STUDENTS
    4 - WORK WITH GRADES
    5 - WORK WITH SUBJECTS
    6 - WORK WITH DOCUMENTS
    7 - GENERATE REPORTS

WHAT IS YOUR SELECTION?
```

PARENT REPORTING

This revised program provides an easy way to send quick reports home to parents. The program lets you send a report which includes a common message, plus individual grades and personalized comments for each student. Up to ten different messages may be stored on the disk and used over and over again. When reports are generated, they may include a stored message and a personalized note about each student. On each report there is the option of including grades of up to 16 different subjects, activities or work habits. Teacher's Guide is included. Requires 48K.

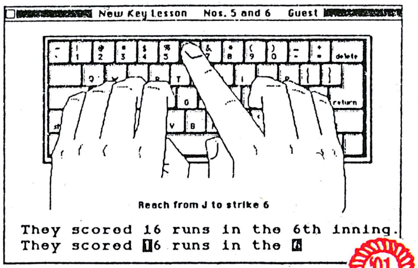
H-2505B-AP 5.25" disk w/backup.	**$49.95**
H-2505L-AP Lab pack of 5.	**$79.95**
H-2505B-AP3 3.5" disk w/backup.	**$49.95**
H-2505L-AP3 Lab pack of 5.	**$79.95**

STICKYBEAR TYPING

Grades: All Ages

Bold graphics built into the friendliest typing instruction program on the market make it easy for the whole family to learn or improve typing skills. Three activity games sharpen skills necessary for typewriter and computer keyboard mastery. Multiple levels of difficulty allow users to track progress and store results on disk. Requires 64K.

XR-1425-AP 5.25" disk.	**$49.95**
XR-1425L-AP Lab pack of 6.	**$119.95**
XR-1425-AP3 3.5" disk.	**$49.95**
XR-1425L-AP3 Lab pack of 6.	**$119.95**



New Key Lesson Nos. 5 and 6 Guest

Reach from J to strike 6

They scored 16 runs in the 6th inning.
They scored 16 runs in the 6

ALL THE RIGHT TYPE

Grades: 4 - adult

Unlike most programs which use random letters for practice, *All the Right Type* develops speed and accuracy using real sentences and meaningful paragraphs. You decide if students will use RETURN as they complete each line, or the program should automatically wrap. The authoring system lets you create tests and keyboarding exercises for any subject area. Language arts and keyboarding can be combined by creating your own lessons. Lesson plans are included in the teacher's manual.

All the Right Type helps your students learn:

- correct posture
- home row keys
- correct finger positioning and reaches
- shifting/capitals
- numbers

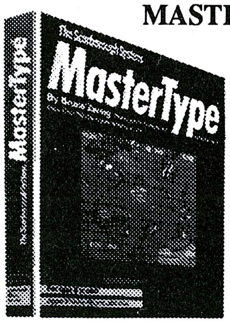
Apple Requires 64K.

DT-4598-AP 5.25" disk.	**$57.95**
DT-4598L-AP Lab pack of 5.	**$119.00**
DT-4598-AP3 3.5" disk.	**$57.95**
DT-4598L-AP3 Lab pack of 5.	**$119.00**

Macintosh Requires 64K.

DT-4598-MAC 3.5" disk.	**$79.00**
DT-4598L-MAC Lab pack of 5.	**$159.00**

MASTERTYPE



Grades: 2-12

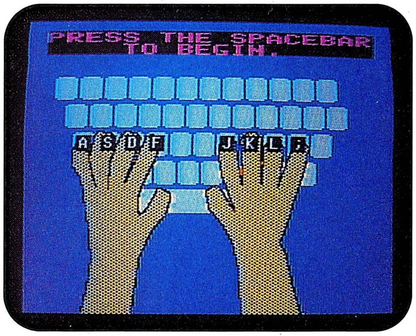
As students respond to on-screen prompts they are encouraged to watch the screen rather than look at the keyboard; an essential element of successful keyboarding skills. This gives students the keyboard skills they need to fully enjoy the benefits of the computer. There are multiple levels for individualized skill development. Teachers can create lessons to meet the needs of each student. Develop typing speed and accuracy, and correct keyboard finger positions.

Apple Requires 128K.

MNS-01-AP 5.25" disk only.	**$39.95**
MNS-01L-AP Lab pack of 5.	**$79.00**

Macintosh Plus/SE Requires 128K.

MNS-01-MAC	**$39.95**
MNS-01L-MAC Lab pack of 5.	**$99.50**



PRESS THE SPACEBAR TO BEGIN.

JUNIOR TYPER

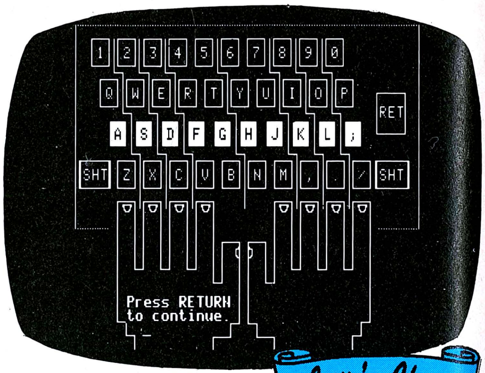
Preferred Elementary Keyboard Program

Grades: 1 - 6

Junior Typer is packed with excitement and it's fun to use. Touch typing skills are taught with the aid of innovative graphics that show the correct fingering for each letter. Menu-driven so students can select individual skills to practice: touch typing, basic keyboard awareness, correct fingering, accuracy, and speed using letter combinations, numbers, word and phrase combinations, and complete sentences. A diagnostic section allows measurement of progress and a management system records results. Lesson objectives are included in a 40-page teacher's guide.

Requires 48K.

AQ-JT100-AP 5.25" disk only.	**$45.00**



Press RETURN to continue

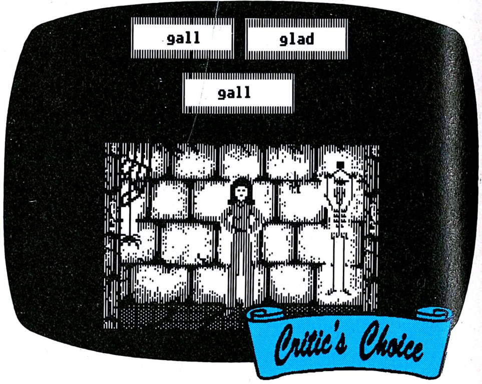
TYPING

Grades: 9-12

The disk employs an arcade-style reward game, gives teachers control over several aspects of the program, and includes a student management system. Students may choose from six lessons: 1) Home Row, 2) Top Row, 3) Bottom Row, 4) Upper Case (not on Apple II+), 5) Numbers, and 6) Speed Test. If students choose Lessons 1 through 5, they then choose a level: 1) Location Drills, 2) Technique Practice, and 3) Continuity Practice.

A management system automatically records the names of students who complete a lesson, the lesson and level they complete, the raw score, and the percent correct. Requires 64K.

G-114B-AP 5.25" disk w/backup.	**$59.95**
G-114L-AP Lab pack of 10.	**$179.95**
G-114B-AP3 3.5" disk w/backup.	**$59.95**
G-114L-AP3 Lab pack of 10.	**$179.95**



DUNGEON DOOM TYPING GAME

Grades: 9-12

Students find themselves trapped in a dungeon with the walls closing in. In order to escape, students must correctly type words which flash on the screen.

Before they begin, students choose a lesson: 1) Home Row, 2) Top Row, 3) Bottom Row, 4) Upper Case (this lesson is not available on the Apple II+ since that computer is not capable of using upper and lower case), and 5) Full Keyboard. The lessons are progressive: each lesson uses keys from the previous lessons. Requires 128K.

G-127B-AP 5.25" disk w/backup.	**$59.95**
G-127L-AP Lab pack of 10.	**$179.95**
G-127B-AP3 3.5" disk w/backup.	**$59.95**
G-127L-AP3 Lab pack of 10.	**$179.95**

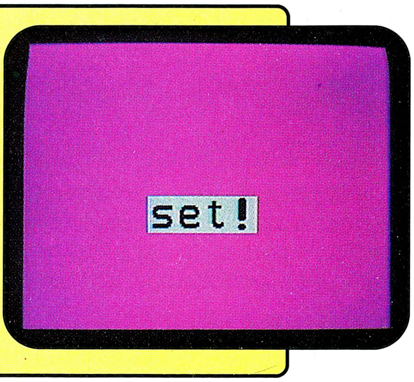
PERSONALIZED TYPING

Grades: 5 - 10

Typing Skills without Bells and Whistles!!

This program, for the serious typing student, will challenge without boredom. Initial practice in letter location advances to letter groupings, words and phrases. Randomized programming presents students with a different learning experience each time the program is used. Drills are available at three different speeds and advance along with the student's capability. Requires 48K.

AQ-AD003-AP 5.25" disk.	**$39.95**



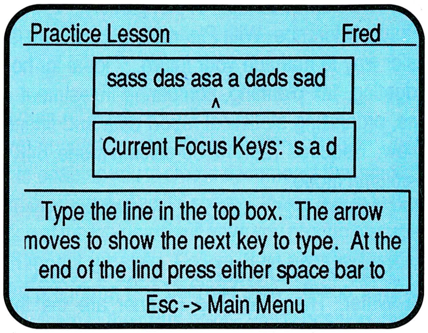
set!

TYPING TUTOR III

Grades: 7 - 12

Through the time Response monitoring process (TCM), the program analyzes the results of each lesson and practice test, clearly exhibits your speed, accuracy, strengths and weaknesses, and graphs your progress along the way so you can see you improvement. Typing Tutor III also contains an arcade-style game that allows you to sharpen your skills and increase your speed. Requires 48K.

NSP-2065-AP 5.25" disk only. ..... ~~$39.95~~.....$19.95



Practice Lesson Fred

sass das asa a dads sad
^

Current Focus Keys: s a d

Type the line in the top box. The arrow moves to show the next key to type. At the end of the lind press either space bar to

Esc -> Main Menu

TYPING TUTOR IV

Grades: 7 - Adult

This remarkable program automatically adjusts to your unique abilities and progress, creating custom-designed lessons especially for you. Learn at your own pace as Time Response Monitoring analyzes the results of each lesson and practice test. The program clearly exhibits you speed, accuracy, strengths, and weaknesses, and graphs your progress along the way.

Features:

*An unlimited number of lessons using English words and sentences

*Use of the full keyboard, including shift and backspace keys

*Improved menus that make program operation easy

*Multiple speed tests or custom-made tests of your own

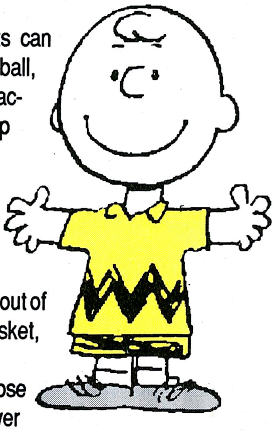
*Special instructor's section for classroom or corporate training

Requires: 64K

NSP-2030-AP 5.25" disk. .... ~~$39.95~~.....$24.95

TYPING IS A BALL, CHARLIE BROWN

Grades: K - 4



Now, young students can play baseball, basketball, or bowl to help them practice typing and develop word recognition. Every time a player correctly finds and types a series of keys, a PEANUTS character hits the ball out of the park, makes a basket, or bowls a strike.

* Beginners can choose easier levels and slower speeds until they build up their typing skills. Experts can pick faster play with more keys to type.

* Select number of keys to type from 2 to 10

* For 1 or 2 players

* Practice words, letters, numbers, or symbols.

Requires: 64K

RH-9001-AP 5.25" disk only. **$29.95**

ULTRA-KEY

'91

Grades: 3 - Up

UltraKey uses life-like animation during introduction and throughout the lessons. When a mistake is made or a pause taken, the realistic looking hands actually move, showing the correct technique. Students select paragraphs just as if they were using a word processor. Once they are finished, UltraKey analyzes typing performance and provides full-sentence suggestions for improvements. Includes 3.5" and 5.25" disks. All Apples require 64K.

BOL-9913-AP **$89.00**

Site Licensed Edition

BOL-9913SL-AP **$449.00**

Macintosh 512KE and up, LC and MAC II; requires System 6 or later.

BOL-9913-MAC **$99.00**

Site Licensed Edition

BOL-9913SL-MAC **$495.00**

MAVIS BEACON TEACHES TYPING

Grades: All Levels

This expert system checks each student's progress, lesson by lesson, every step of the way as it tailors the perfect typing course to meet individual needs. It's just like having the world's finest typing teacher at your side every time you practice. When you make mistakes, Mavis Beacon explains things to you in conversational sentences, not just bleeps and bells. Customized practice lessons include quotes from history's greatest writings, countless riddles, rhymes and jokes (for all age groups) and hundreds of fascinating facts from the Guinness Book of World Records. Her many on-screen menu-driven features include stunning fully detailed 2D and 3D graphics, lifelike keyboard and learning aids, "Guide Hands" that type with you to show perfect technique and help windows for every stage of every lesson. The program boasts an arcade-quality "Road Racer" typing game as well as musical "Tempo Typing" with an on-screen metronome. Over 20 colorful graphs display your progress at any time and Mavis supports both joystick and mouse control.

Apple Requires: 64K.

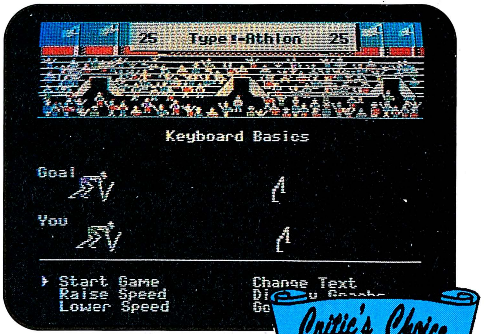
STW-6809-AP 5.25" disk only **$39.95**

II GS Requires 1 Meg.

STW-6809-GS II GS **$49.95**

Macintosh Requires 1.5 Meg

STW-6809-MAC Macintosh **$49.95**



25 Type!-Athlon 25

Keyboard Basics

Goal

You

▸ Start Game
Raise Speed
Lower Speed

Change Text
Di...y Graphs
Go...

Critic's Choice

TYPE!

Grades: 5 - 12

Typing real words and sentences builds typing skills faster. No boring random letter drills, *Type!* works with informative, interesting words and sentences that hold student's attention. You can also design your own drills.

The sophisticated diagnostic system tracks student's speed and accuracy by hand, by row, by letter, even by finger! Once *Type!* locates a student's most frequent mistakes, it suggests the best exercises to correct them. On-screen graphs break down errors into six categories: Wrong Column, Wrong Row, Transposition, Dropping, Mirror Image, and Shifting.

Requires 128K.

BRO-32050-AP 5.25" disk. **$36.95**

BRO-32050L-AP Lab pack of 5. .... **$73.95**

BRO-32050-AP3 3.5" disk. **$36.95**

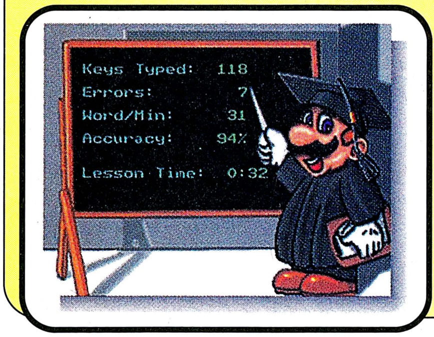
BRO-32050L-AP3 Lab pack of 5. .... **$73.95**

MARIO TEACHES TYPING

NEW '93 '92 RELEASE

Grades: 1 - 6

You helped Mario save the Princess. Now...let Mario help you learn to type. Choose your own identity - Mario, Luigi or The Princess - Then go at your own pace through three adventurous levels. In the first level you'll learn to find all the letters on the keyboard without looking. Level two teaches you to easily type full words. Then you'll be typing complete sentences and paragraphs in level three. But watch out for the falling blocks, chasing fish and treacherous quicksand along the way. Learning how to type is boring...not!



Keys Typed: 118
Errors: 7
Word/Min: 31
Accuracy: 94%
Lesson Time: 0:32

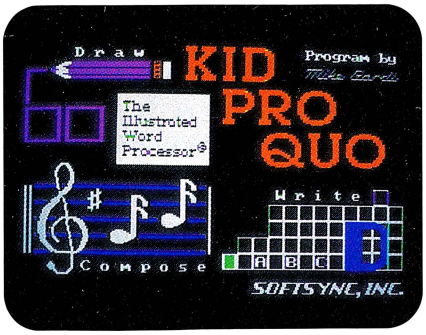
* Special completion certificates

* On-screen menus, easy picture - oriented icons and Famous Mario Music

Requires: 512K

Available September '93

PY-12-MAC **$49.95**



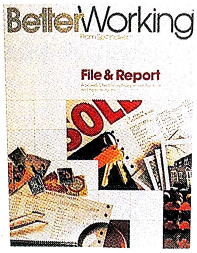
KID PRO QUO

Grades: 3 - 7

This is the first "creative toolkit" designed for kids. With it, you can write text, draw and paint in pictures, animate them and even compose music. You can also pull pictures from the big library that comes with the program. The music generator allows you to write songs, themes or scores to go along with the pictures and words. The program appeals to a wide range of age groups. Young children find it easy to use while older children can create their own designs. Requires 64K.

NSP-2074-AP 5.25" disk only. **$39.95**

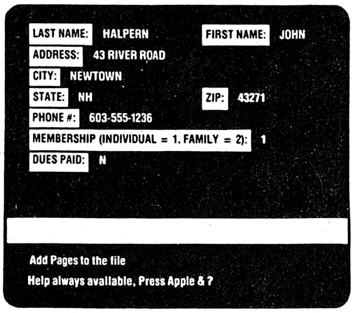
BETTER WORKING FILE AND REPORT



Grades: Adult

File and Report saves you time and keeps you organized by simplifying the storing, selecting and reporting of information. Offers an easy to design layout with access up to 2,000 records per file. Also, creates totals, averages, counts and performs other mathematical operation. Integrates with Better Working Word Processor. Requires 64K.

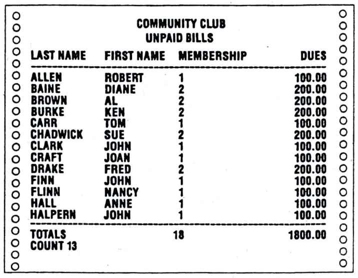
NSP-2036-AP 5.25" disk only. **$29.95**



LAST NAME: HALPERN
FIRST NAME: JOHN
ADDRESS: 43 RIVER ROAD
CITY: NEWTOWN
STATE: NH
ZIP: 43271
PHONE #: 603-555-1236
MEMBERSHIP (INDIVIDUAL = 1, FAMILY = 2): 1
DUES PAID: N

Add Pages to the file
Help always available, Press Apple & ?

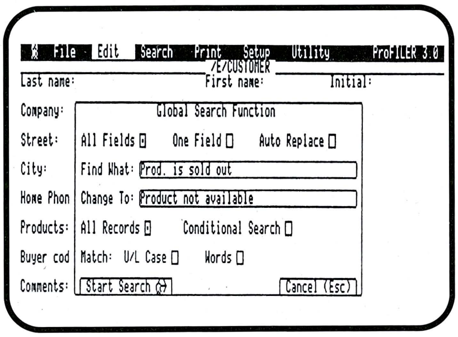
FILE AND REPORT's file program allows you to design your own format and store up to 2000 pages (records) per file.



COMMUNITY CLUB
UNPAID BILLS

LAST NAME	FIRST NAME	MEMBERSHIP	DUES
ALLEN	ROBERT	1	100.00
BAINE	DIANE	2	200.00
BROWN	AL	2	200.00
BURKE	KEN	2	200.00
CARR	TOM	1	100.00
CHADWICK	SUE	2	200.00
CLARK	JOHN	1	100.00
CRAFT	JOAN	1	100.00
DRAKE	FRED	2	200.00
FINN	JOHN	1	100.00
FLINN	NANCY	1	100.00
HALL	ANNE	1	100.00
HALPERN	JOHN	1	100.00
TOTALS COUNT 13		18	1800.00

FILE AND REPORT's report program allows you to search and sort your files, perform calculations and create reports.



All Fields ☑ One Field ☐ Auto Replace ☐
Find What: Prod. is sold out
Change To: Product not available
All Records ☑ Conditional Search ☐
Match: U/L Case ☐ Words ☐

PROFILER

The flexible database manager you can use with or withour a mouse. With *ProFiler*, you are free to modify your database anytime without data loss. For example, insert a new Home Phone Number field. Or enter pages of bibliographic comments where there used to be only 60 spaces. *ProFiler's* flexibility in searching comes in handy as well. Now you can find Phil Pfeiffer's orders, even if you can't remember how to spell his name! Plus, if you did misspell Phil's name. The search and replace command corrects the mistake in every record. *ProFiler* handles 65,000 records, each with up to 250 fields. Requires 128K.

NSP-2214-AP 5.25" disk only. ...... ~~$69.95~~.....$19.95

DESK MANAGER

The Desk Manager puts five key application program at your fingertips to help you organize your work. With unique screen windows you can use all five programs at once. Includes:

Letter Writer: Simple-to-use word processor that gives you the ability to write and print letters quickly. It has full editing and text formatting capabilities without the complicated codes.

Appointment Schedule: Store all your meetings and schedule for each day and view your daily, weekly and monthly schedule in an instant.

Phone Book Index: A book that stores names, addressees, phone numbers and other key information for quick access. It can be searched, sorted or printed out.

Notepad: This electronic scrap paper keeps track of ideas, messages, memos and other important yet diverse information. Print it out at the end of the day as a reminder of "things to follow up."

Calculator: A handy calculator makes fast calculations on screen or out to a printer. It has a memory feature so you "paste" the results into other applications.

Desk Manager is easy to use. Menus and commands are always displayed along the top and bottom of the screen so you know where you are and which keys to use. If you can't remember how to do something, press the "Help" key and a window will appear with operating instruction. Requires: 128K.

NSP-2216-AP 5.25" disk only. .. ~~$69.95~~.....$19.95

PLANNER'S CHOICE

Simplify your numerical tasks with *Planner's Choice*. Experiment, manipulate, modify. Just enter your numbers and let *Planner's Choice* do the calculations for you. *Planner's Choice* automatically recalculates when you change a number. It also contains full word mênus in plain English. The windows allow you to view different parts of your spreadsheet simultaneously. To help you find the spreadsheet you need the self-contained catalog which makes locating the correct one a snap. With all your numbers in order, print a copy of the entire spreadsheet - or just part of it. Or save it for future reference. With *Planner's Choice* there is an easier way to manage your future. Ideal for home budgeting, tax planning, comparing investment options, organizing statistical report data and financial review. Requires 128K for 80-column mode, 64K for 40-column mode.

NSP-2213-AP 5.25" disk only. ...... ~~$59.95~~.....$14.95

EASY WORKING TRI-PACK

The Writer, The Filer, The Planner are the three features of this program. The menu's provide "at a glance" summaries of the features of the program. When you select a feature from the menu bar, a menu drops down to show you all of the available options including commands. You will find that you spend less time getting to know the program and more time on your projects. But don't be fooled. Easy doesn't mean incomplete, Easy Working products are full-featured and professionally oriented. Requires: 128K.

NSP-2217-AP 5.25" disk only. ...... ~~$49.95~~.....$14.95

SIDEWAYS

This program will turn your spreadsheets 90 degrees on your dot matrix printer to produce presentation quality work quickly. Requires 48K.

FNK-01-AP 5.25"" disk only. **$69.95**

FLASHCALC

The Flashcalc program can handle everything from major business analysis to home budgeting. Fast and easily! Some of the Flashcalc program advanced features include: variable column width, windows for viewing, two parts of your spreadsheet at the same time, extensive formatting capabilities and full financial functions including Internal Rate of Return, Net Present Value, Future Value, Payment, Period and Interest Rates. Requires: 128K.

NSP-2218-AP 5.25" disk only. ...... ~~$89.95~~.....$19.95

MICROSOFT EXCEL 4.0

Microsoft Excel is one of the most highly advanced spreadsheets available. It offers high-quality business graphics, a spreadsheet with macro capabilities, linking between spreadsheets, and fast recalculation. *Microsoft Excel* can read files from Lotus 123, Dollars & Sense, and other well-known formats. This program can handle most spreadsheet needs for the school administrator. Requires 1 Meg. 2 Meg if System 7.0, Hard Drive.

MSC-5990-MAC $495.00

WRITERS CHOICE ELITE

Grades: Adult

Writers Choice Elite is the premier word processing program for the Apple IIGS. It contains all the features desired in a word processor including multiple windows on the screen, different fonts and styles, and best of all color! You choose the words and *Writer's Choice Elite* does the work. Whether you're writing a letter, drafting a memo or composing the great American novel, *Writers' Choice Elite* can handle it colorfully, efficiently and accurately. Requires: 512K, RGB monitor. Recommended 1.25m byte.

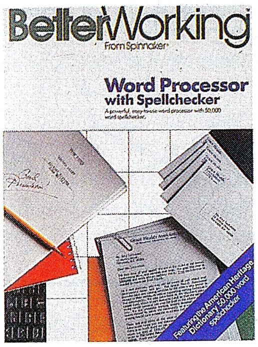
NSP-2168-GS IIGS. .... ~~$25.00~~.....$19.95

DELUXE WRITE

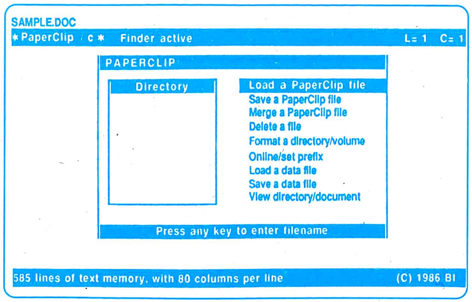
Grades: All Ages

Give your papers, reports, and letters pizzazz! *Deluxe Write* enables you to create documents that stand out from the crowd. And it's so easy to use that in just one sitting at the keyboard will have you producing papers with impact and style. *Deluxe Write* uses images from paint programs like *Deluxe Paint* (page 157) and prints them in their true color. Easily position, resize, and crop graphics to your exact standards. Preview pages so you know they'll print just right. This program contains 90,000 - word dictionary, pull down menus with keyboard equivalents, copy cut and paste commands, undo commands, multiple fonts, typestyles and sizes, and automatic page numbering. Requires 768K & mouse.

NSP-2159-GS IIGS. .... ~~$59.95~~.....$14.95


BetterWorking
From Spinnaker
Word Processor
with Spellchecker
A powerful, easy-to-use word processor with 50,000 word spellchecker
Featuring the American Heritage Dictionary 50,000 word spellchecker

MasterType's Writer's features includes:
- On-disk tutorial,
- Dual windows for outlining
- Color marking for editing and organizing,
- Multiple typefaces,
- Easy access to help screens and
- Much more



Press any key to enter filename

585 lines of text memory, with 80 columns per line (C) 1986 BI

PAPERCLIP

PaperClip is ideal for both the casual user and the serious writer. You'll learn the basics fast, to start word-processing right away. And there's extra power and advanced features built right in, ready when you need them. In fact, *PaperClip* gives you capabilities that are hard to find even in larger, more expensive systems.

Use *PaperClip* with your Apple to write letters, memos, lists, mailing labels, form letters, essays, reports, advertising copy, newsletters, newsstories, articles, books, financial statements, budgets, number tables, manuals...anything involving words or numbers. For high-quality word-processing results, you can't beat *Paperclip*.

Requires: ProDos 128K and 80 column adapter for IIe

NSP-2014-AP 5.25" disk only. ..... ~~$59.95~~.....$29.95

BETTER WORKING WORD PROCESSOR WITH SPELLCHECKER

Grades: Adult

This program can be used for composing business and personal letters, school reports, articles and much more. It also has three features you need in a word processor: 1)Ease of use 2)Flexibility 3)A powerful spellchecker. The spellchecker uses the American Heritage Dictionary and allows for 750 word personalized dictionary. Requires 64K.

NSP-2035-AP 5.25" disk. $29.95

MASTERTYPE'S WRITER

MasterType's Writer is the only word processor that goes beyond word processing to help you write better - to be more productive at home, succeed at school, and get ahead at work. *MasterType's Writer* gives you a new set of tools to organize and structure your ideas. These features help you write - and write well. Even if you don't know a thing about computers, with *MasterType's Writer* you'll be able to begin writing more clearly, more concisely, and more creatively.

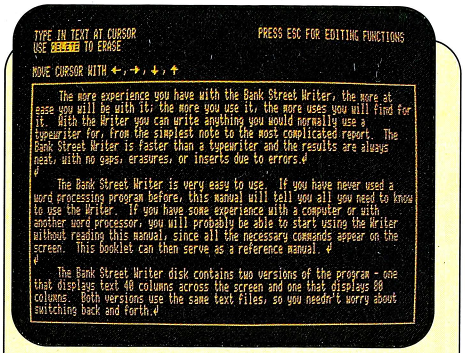
Requires: 128K, ProDos

NSP-2021-AP 5.25" disk. $19.95

WEBSTER'S NEW WORLD SPELLING CHECKER

Check your spelling in seconds with a database of over 110,000 words! This program is easy to use and adaptable with an auxiliary dictionary, so any special vocabulary can be added to the database. Works with *PFS:Write*, *Mastertypes Writer*, *AppleWorks*, *Screenwriter II*, *Applewriter II*, *Bank Street Writer*, *Home Word Plus*, *Wordstar*, *ASCII files*, and many more. Requires 128K.

SIM-04-AP 5.25" disk only. $59.95



```
TYPE IN TEXT AT CURSOR                    PRESS ESC FOR EDITING FUNCTIONS
USE DELETE TO ERASE

MOVE CURSOR WITH ←, →, ↓, ↑

     The more experience you have with the Bank Street Writer, the more at
ease you will be with it; the more you use it, the more uses you will find for
it.  With the Writer you can write anything you would normally use a
typewriter for, from the simplest note to the most complicated report.  The
Bank Street Writer is faster than a typewriter and the results are always
neat, with no gaps, erasures, or inserts due to errors.↵
↵
     The Bank Street Writer is very easy to use.  If you have never used a
word processing program before, this manual will tell you all you need to know
to use the Writer.  If you have some experience with a computer or with
another word processor, you will probably be able to start using the Writer
without reading this manual, since all the necessary commands appear on the
screen.  This booklet can then serve as a reference manual. ↵
↵
     The Bank Street Writer disk contains two versions of the program - one
that displays text 40 columns across the screen and one that displays 80
columns.  Both versions use the same text files, so you needn't worry about
switching back and forth.↵
```

BANK STREET WRITER PLUS

Bank Street Writer Plus features a sophisticated 60,000-word spelling checker that can automatically detect errors. You can also create your own custom dictionaries that feature items used in your business or hobby. There's even an online Thesaurus that makes it easy to add extra flair and freshness to your writing.

Just like the original, you won't need to learn dozens of complicated commands or pore over a tedious manual. Simply turn on your computer, boot up the program and let the on-screen prompts guide you to perfect letters, memos, term papers and business reports. It's so easy, everyone in the family will want to use it. Requires 128K.

BRO-30450-AP 5.25" disk. $79.95

BANK STREET SPELLER

Grades:

Now you can enjoy error-free writing with the *Bank Street Speller* - the first and only spelling checker designed for the *Bank Street Writer*. This program will help you correct spelling errors and typos while using the *Bank Street Writer*. Look up words quickly and easily with the built-in electronic dictionary. The dictionary contains over 30,000 commonly used words and a special feature to allow you to add your own word list. Requires 48K, works with old *Bank Street Writer*.

NSP-2032-AP 5.25" disk only. $34.95

BANK STREET MAILER

Getting the word out can be quick, easy, and fun with the *Bank Street Mailer* - the handy mailing list manager and letter writer. When it comes to getting letters out, the *Bank Street Mailer* knows no peer. It turns "form" letters into personalized correspondence in no time - to one person or an entire mailing list. It even does envelopes and mailing labels too! Just give it a letter and a list and the *Bank Street Mailer* does the rest. Best of all, you can use the *Bank Street Mailer* to create mailing lists and letters, or to "merge" files from the *Bank Street Writer* and the Filer. They're all compatible, making them a complete family of personal productivity tools. Requires 64K, and an extended 80-column card

NSP-2025-AP 5.25" disk. $34.95

GEOS

GEOS turns any Apple IIe, IIc or compatible into a ProDOS compatible powerhouse. This integrated program includes: *Desktop, GeoPaint, Text Grabber, GeoWrite, Desk Accessories, GeoLaser, GeoMerge,* and *GeoSpell* - all the things the more expensive computers have.

Desktop

Format, verifies, and erases disks.

Copy or delete files or entire directories in one step.

Sort files by size, date, type or alphabetically.

Supports up to 4 combinations of disk devices: 3.5, hard drives, RAM drives, and 5.25" drives.

GeoPaint

Copy, cut and paste images from other Geos documents and or applications.

Entire pages can be previewed.

There are many separate graphic tools.

Text Grabber

New files can easily be reformatted

*After files are converted into GEOWrite, you can change formats, styles, fonts and paste in graphics.

GeoWrite

Variable styles available such as bold, italic, outline, and underline.

Single, double or 1.5 spacing

Search and replace text

"What you see is what you get" orientation.

Point and click to copy, delete and change blocks of text

Fonts in a variety of point sizes

Desk Accessories

Calculator

Alarm Clock

Notepad

Photo Manager, a scrapbook for collecting pictures

Test Manager, for collecting text.

GeoLaser

Produce windowed pages with multiple columns with overlay print option

GeoMerge

Merged documents can go directly to the printer or Geowrite files can be created.

Merge names and addresses or whole paragraphs.

GeoSpell

Find and correct any misspelled words in GeoWrite document

Displays words closest to misspelled word in dictionary list and user is prompted for action.

Word misspelled is displayed in context in the document window.

This Graphic Environment Operating System is easy to use.

NSP-2031-AP 5.25" disk. .... ~~$69.95~~ **$39.95**

GEOFILE

GeoFile manages all of your information in forms you create on screen. Simply decide what information you want and how you want it to look. Then arrange the field, add the fonts, select type size and style. Save up to 64 different layouts for the same data. Create mailing labels, student records, purchase orders and much more. Comes complete with Geos and integrates with other Geos-based programs. Requires 128K, joystick or mouse.

NSP-2048-AP 5.25" disk. .... ~~$69.95~~ **$19.95**

GEOPUBLISH

A complete desktop publishing system that includes pull-down menus, icons, and simple point and click moves that make the most challenging projects simple and fun. You'll be creating eye-catching newsletters, proposals, posters, invitations, reports, and much more in just a few minutes. Geopublish will import graphics from other program disks such as: Dazzle Draw, Print Shop, Newsroom, PrintMaster and Graphics Grabber. It will also import text files from Appleworks, WordPerfect, Multiscribe and others. Requires 128K.

NSP-2052-AP 5.25" disk only. ... ~~$69.95~~ **$29.95**

GEOCALC

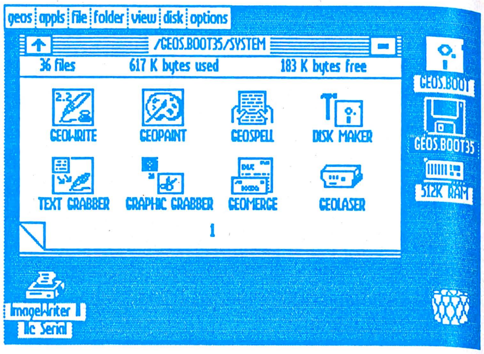
GeoCalc is the easiest to use, most powerful spreadsheet for all your "number crunching" needs. From home budgeting to major business analysis, GeoCalc combines powerful spreadsheet analysis with presentation quality graphics. Not only plan and analyze, but see the results!

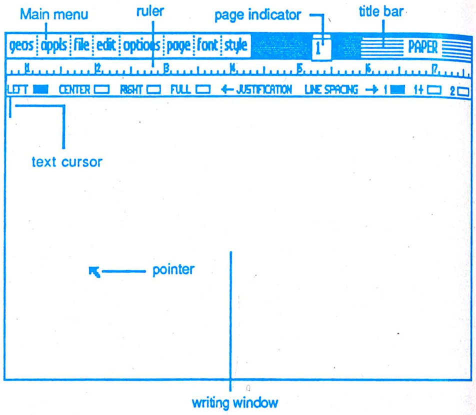
Features:

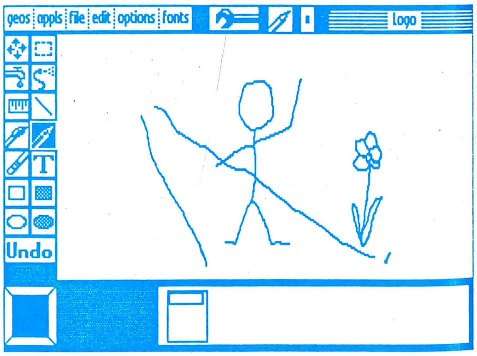
- > 28,672 cells (112 x 256)
- > floating point math to 16 decimal places of accuracy
- > Minimal recalculation eliminates number-crunching
- > Highlight cells with type styles
- > 14 different number formats, including user-defined formats
- > Over 30 built-in functions for arithmetic, statistical, financial, logical, and trigonometric calculations
- > Create up to 64 user-defined functions.
- > Lock individual cells of protect worksheet with a password
- > 9 chart types
- > 32 different fill patterns for pie, area, unibar, and column charts

Requires: Min 128K, Joystick or mouse, double hi-res graphics capability

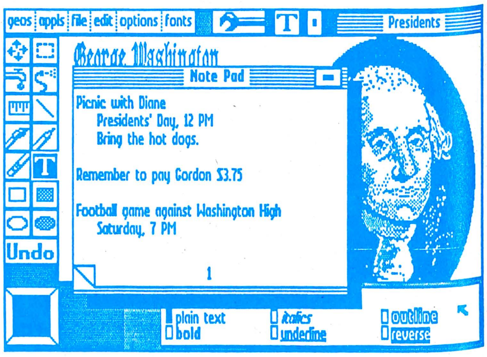
NSP-2013-AP 5.25. .... ~~$69.95~~ **$19.95**


geos
appls
file
folder
view
disk
options
/GEOS.BOOT35/SYSTEM
36 files
617 K bytes used
183 K bytes free
GEOWRITE
GEOPAINT
GEOSPELL
DISK MAKER
TEXT GRABBER
GRAPHIC GRABBER
GEOMERGE
GEOLASER
1
GEOS.BOOT
GEOS.BOOT35
512K RAM
ImageWriter II
IIc Serial


Main menu
ruler
page indicator
title bar
geos
appls
file
edit
options
page
font
style
1
PAPER
LEFT
CENTER
RIGHT
FULL
JUSTIFICATION
LINE SPACING
text cursor
pointer
writing window


geos
appls
file
edit
options
fonts
Logo
Undo

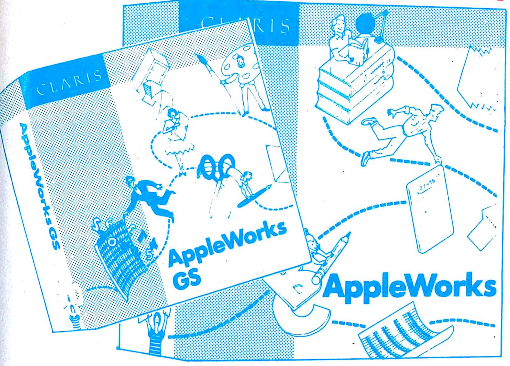
You can jot down short notes in the Note Pad desk accessory while using any GEOS application.


geos
appls
file
edit
options
fonts
Presidents
George Washington
Note Pad
Undo
1
plain text
bold
italics
underline
outline
reverse

Picnic with Diane
Presidents' Day, 12 PM
Bring the hot dogs.

Remember to pay Gordon $3.75

Football game against Washington High
Saturday, 7 PM



APPLEWORKS 3.0

For years, this powerful, easy-to-use package has been all the software that most Apple II users needed. Now there's over 100 new reasons to buy Appleworks 3.0 software. It combines word processor, database, mail merge, and spreadsheet functions into one flexible, lightning-fast program. *Appleworks 3.0* is even easier and more fun to use than ever before.

- 90,000-word spelling checker
- 26 new trigonometic, arithmetic, financial, and logical functions
- Real tabs and multiple tab rulers in the word processor
- Up to 24 labels across in the database
- Move blocks of spreadsheet cells, not just rows
- Easier file access; no more pathnames
- Expanded, more powerful Clipboard

Requires 128K.

APL-77093-AP 5.25" disk only. **$249.00**

APPLEWORKS GS 1.1

Appleworks GS combines word processing (with spelling checker and thesaurus), database, spreadsheet, page layout, graphics, and communications in a single integrated program. This graphics-based package unleashes the full power of your Apple IIGS, including WYSIWYG and full color display and printing. *Appleworks GS* could be the only software program you'll ever need. And, with six powerful applications in one box, it's a terrific value.

- Discover pull-down menus and a mouse-based interface that make all applications easy to learn and use.
- Use desktop publishing capabilities to create documents that combine text and graphics.
- Exchange information between applications quickly and easily
- Import files created in Appleworks
- Compatible with System Software 5.0 (included) and newest Apple II GS computer.

Apple IIGS Requires 1.25 MB.

APL-77093-GS 3.5" disk. **$299.00**

CLARISWORKS

ClarisWorks builds on the familiar features of existing Claris programs such as MacWrite. Integrated into one program you get the functionality of word processing, spreadsheet, graphics, charting, database and communications.

Requires: 1 Meg; to use the communications features you must have 2 Megs

CLR-0110-MAC. **$249.00**

APPLEWORKS IN YOUR CLASSROOM STARTER PACKAGE

Grades: 7 - 12

Here's everything you need to introduce your students to AppleWorks quickly and smoothly with a minimum of time and preparation on your part for up to a half-year course. Includes: **Data Disk, Teacher Resource Disk, 152-page Reproducible Teacher Book and ten 159-page student books.** The resource disk contains files of information that students manipulate according to the instructions in the Student Book. The Reproducible Teacher Book gives you an introduction to the Appleworks program with notes for using the *Appleworks 3.0* version; the complete student text; detailed lesson plans; extension activities; evaluation guideline; 9 reproducible masters for making handouts or transparencies; 4 reproducible tests for the word processor, spreadsheet, data base, and integrated aspects of *AppleWorks*; and answers. This classoom set provides an unbeatable combination of hands-on student activities and comprehensive teacher resources.

Requires: *AppleWorks 3.0*

JWW-9091-AP 5.25" disk. **$209.00**

JWW-9091-AP3 3.5" disk. **$209.00**

Additional Student Workbooks

JWW-9071 1-copy. **$9.95**

TEACHER'S TIMESAVER

A complete set of 5 disks with more than 50 templates that turn Appleworks into a lesson plan writer, gradebook, teacher's calculator, progress report writer and much more. Requires 128K.

WB-101-AP 5.25" disk. **$49.95**

VIDEO

APPLEWORKS TRAINING ON VIDEO

The Video Professor is a series of VHS tapes that teach specific computer applications. These tapes provide a simple learning technique to those unfamiliar with the software. For those with experience, the Video Professor also explores the finer capabilities of the program. These tapes can be integrated as a teaching aid into the current computer literacy curriculum or be used as reference materials.

FEATURES:

- On VHS video cassette
- Easy visual learning at your own pace
- In depth explanations of its capabilites
- Footage Counts included for specific references of taped subjects

Intro to Appleworks

V19-1001-VHS 60 minutes. **$39.95**

Intro to Appleworks Word Processor

V19-1002-VHS 53 minutes. **$39.95**

Intro to Appleworks Database

V19-1003-VHS 53 minutes. **$39.95**

Intro to Appleworks Spreadsheet

V19-1004-VHS 53 minutes. **$39.95**

IEPWORKS

IEPWorks is an authoring system to facilitate the writing of Individualized Educational Programs (IEP's) by utilizing and enhancing the abilities of *Applworks. IEPWorks* automates much of the IEP writing process, all from within Appleworks, while leaving great flexibility in the IEP format. All IEP's goal and objective files are standard Appleworks files and are immediately accessible for review and editing in the *Appleworks* word processor. Requires 128K.

KM-9508-AP 5.25" disk only. **$99.00**

TIMEOUT

This revolutionary series of add-ons dramatically increases the power of *Appleworks* (2.0 and later).

TIMEOUT THESAURUS

45,000 words, for version 2.0

BGLB-108-AP 5.25" disk only. **$49.95**

TIMEOUT QUICKSPELL

Fastest spell checker there is. For 2.0 version.

BGLB-101-AP 5.25" disk only. **$69.95**

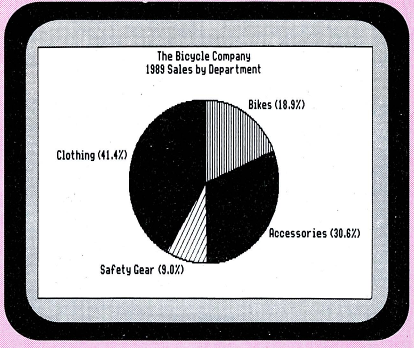
TIMEOUT REPORTWRITER

BGLB-109-AP 5.25" disk only. **$79.95**

TIMEOUT SUPERFONTS

Fonts and paint programs.

BGLB-102-AP 5.25" disk only. **$69.95**



TIMEOUT GRAPH

9 types oif ready to print graphs.

BGLB-103-AP 5.25" disk only. **$69.95**

TIMEOUT ULTRAMACROS

Memorizes any sequence of key strokes & commands.

BGLB-104-AP 5.25" disk only. **$59.95**

TIMEOUT DESK TOOLS

Includes: envelope addresser, calculator, calendar, clock, page preview, notepad.

BGLB-105-AP 5.25" disk only. **$49.95**

TIMEOUT SIDESPREAD

Print your files in a variety of sizes and fonts.

BGLB-106-AP 5.25" disk only. **$49.95**

TIMEOUT FILEMASTER

BGLB-107-AP 5.25" disk only. **$49.95**

PAINTWORKS PLUS

Grades: Adult

When you have Paintworks Plus, you immediately begin to unleash your creative potential. It's a remarkable multi-media paint program that gives you complete design and editing power, and lets you mix and match over 4,000 colors. Virtually any shape, pattern or design is at your command. Use a pencil or try spray painting. You choose your own style. Mixing and matching colors has never been this easy. The Lasso lets you move an image with-out moving the background or capture an image and background together. Now you can create moving presentation and bring your painting to life, frame-by-frame. You can integrate Paintworks Plus with Writer's Choice elite, to create your own colorful greeting cards, illustrated manuscript, newsletter, business reports, announcements and proposals. Requires: 512K, RGB Monitor, 2.0 GS ROM.

NSP-2164-GS IIGS. .... ~~$59.95~~.....$29.95

Middlebrook High School
1345 Ashland Drive
Middlebrook, TN 37000

Howard Williams
Principal *Go Warriors*

BUSINESS CARD MAKER

Create cards to fit your exact needs by using one of the many pre-stored logos or create your own with Icon Maker which is included in the program. You can store your design in Card Library for later use or print when you are ready. Comes with card stock and is limited only by your imagination. Requires 128K.

NSP-2047-AP 5.25" disk only. ...... ~~$49.95~~.....$14.95

Graphics
Master™
Programmed by Bill Heineman
Interplay Productions(tn)

GRAPHICS MASTER

Graphics Master lets you add pizazz to any presentation, from reports to announcements and newsletters. It's so sophisticated, yet simple to use.

*Create custom graphics and character sets
*Access over 100 fill/background patterns
*Copy, Flip, Erase
*Mirror, Magnify, Print

With *Graphics Master* you can create free form graphics for pleasure or business; design newsletters, cards and cartoons; add illustrations to correspondence, business reports or presentations.

Requires: 64K, Joystick or Mouse optional

NSP-2000-AP 5.25" disk only. .... ~~$14.95~~.....$9.95

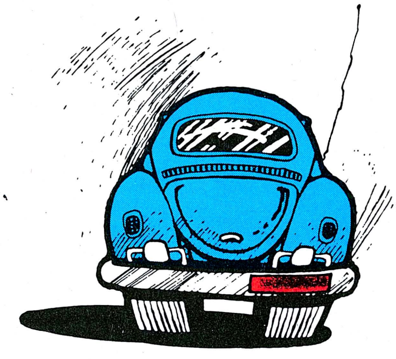
DELUXE PAINT II

Deluxe Paint II has spectacular graphic power. This program gives you the capability to zoom in for details, play with perspectives (changing 2D to 3D), allows you to change and mix colors at will, fill any bounded space with any pattern you create or with a gradient blend of colors and much more. Features:

- Stencils - paint "behind" and "in front of" other objects
- Smooth - lets you create soft, smooth color transitions and helps get rid of jagged edges
- Brush Selection - lets you pick up any piece of a painting and use it as a brush
- Brush Modes & Transformations - Includes, rotate, flip, shear, resize, shade, smear and cycle
- Color Cycle - Let's you create animation effects. 4 different color cycles, each with its own speed and range of colors, and reversible cycle directions
- Complete Shape & Line Tools - lets you easily make broken lines, smooth lines and curves, plus filled or unfilled squares, circles, or any shaped polygon.

Apple IIGS Requires 768K, color monitor, mouse.

NSP-2022-GS IIGS. .... ~~$125.00~~.....$69.00



BUMPESTICKER MAKER

Bumper Sticker Maker is the first program to allow you to design and create your own bumper stickers, and then instantly print them. You no longer have to shop for that perfect bumper sticker to capture your mood or suit you needs! With-in seconds, *Bumper Sticker Maker* will give you a professional bumper sticker tailored exactly to your specifications and created by you. Choose from the many pre-stored logos that are included with the program. Or, create your own logo using the drawing program included. You can also select the typestyle and type placement. Custom bumper sticker stock supplied with the program.

Requires: 128K, Color printer recommended

NSP-2006-AP **5.25" disk only.** ~~$59.95~~.....$14.95

PUBLISH IT! 4

Grades: 7 & Up

With *Publish It ! 4* you'll get quick results, even if you have no publishing or design experience. Your computer display will show you exactly how your finished product will look - and it's really easy to learn. The program has built-in layout tools so you can reposition and resize your page content, and when you have it perfect, press a key and print it out. Includes:

- Built-in word processor
- Over 200 graphics and illustrations
- Multiple size page view
- Built-in graphic toolbox
- Built-in fonts
- AppleWorks or Bank Street Writer documents, as well as Print Shop graphics, can be imported directly.

Apple Requires 512K, mouse recommended.

TMWK-100-AP 5.25" disk. $129.95
TMWK-100-AP3 3.5" disk. $129.95

Macintosh Requires 768K.

TMWK-100-MAC 3.5" disk. $199.95

PUBLISH IT!
EDUCATION GRAPHICS

This art portfolio contains over 200 ready-to educational applications from nursery school to university level. This program will make all your desktop communications more attractive and attention getting. It will also stimulate your creativity by giving you dozens of original idea starters. Requires 128K, Publish It

NSP-2210-AP 5.25" & 3.5" disk. $39.95

PUBLISH IT!

Publish It! is a full-featured desktop publishing tool that allows you to design, layout, produce, and print top-quality professional looking documents. Because the display shows exactly how your document will look, you can rearrange your page to look exactly as you want. Then, with a simple keystroke print your own document.

Requires 128K, 2 drives or a hard drive, and a mouse or joystick.

NSP-2058-AP 5.25" disk only. ~~$129.95~~.....$39.95

PUBLISH IT! EASY 2.1

"*Publish It! Easy* packs an incredible amount of power into one economical package. Its combination of word-processing, graphics, and page-layout capabilities works-speedily-on any Mac (no harddisk drive required). *Publish It! Easy* offers more basic features than *PageMaker 4.0*-for example, vertical justification and incremental rotation of text and graphics-plus innovative features such as an interactive command palette; a service bureau checklist; and the Slide-Show, which may eliminate your need for a separate presentation package. This program is an unbeatable choice for owners of low-end macs and anyone else who doesn't need high-end color features-or the price tags that come with them."

Apple Requires 768K.

TMWK-100-MAC $249.95

PRINCIPAL'S ASSISTANT

Create awards, blackline masters, certificates, announcements, signs, and posters with *Principal's Assistant*. This graphics program is designed specifically for teachers, administrators, and students to use in a school environment. Parent letters, personalized achievement awards, newsletters, greeting cards, stationery and other important communications take on a new appearance with this easy-to-use program. You have complete control over every element of the design - borders, type - styles, and position of graphics. And what you see on the screen is just what will print out in its final form. There are five different styles of type to choose from, ten different borders, and 180 different pictures that can be placed anywhere on the design. Users can save the designs to disk for future use and can also create original graphics or add original art to designs. The program includes gold foil seals, and a comprehensive manual with illustrations and step-by-step directions.

Requires 48K.

MNS-140-AP 5.25" disk only.	$59.95
MNS-140L-AP Lab pack of 5.	$119.90

PRINCIPAL'S ASSISTANT LIBRARY

This two-sided disk is loaded with over 150 predesigned awards, certificates, and signs that can be used as presented or can be modified. To be used in conjunction with *Principal's Assistant.*

Requires 48K.

MNS-141-AP 5.25" disk only.	$59.95
MNS-141L-AP Lab pack of 5.	$119.90

SCHOOL MAGIC

School Magic is a software package designed especially for elementary schools. With just a few keystrokes on a computer, teachers can personalize: ***Awards*** - choose from 20 different subjects ***Bookmarks*** - 8 different selections ***Invitations*** - 12 school related activities ***Notes*** - 2 sizes of desk top notes ***Permission Slips*** - you fill in the details.

Requires 48K.

MCC-55M-AP 5.25" disk.	$49.95

DESIGNER PRINTS

Decorate your school and classroom with wall-size posters and create certificates, newsletters, worksheets, letterheads, and more with this powerful new utility. Using the simple and convenient pull-down menus of the Apple IIGS, you'll have a great time choosing from a wide selction of borders, graphics, and text styles. You can place graphics and text anywhere on the same page and either import a graphic from another source to include in your final piece or, if you're feeling artistic, produce your own. Use the work area on the screen to shape the details and then zoom out to look at the entire piece in perspective. Then print your work on an Epson printer, Apple Image Writer, or Apple Laser Writer.

Apple IIGS Requires 1 MB.

MEC-252-GS 3.5" disk w/backup.	$59.00
MEC-252L-GS Lab pack of 5.	$129.00

CERTIFICATES & MORE

Create everything from achievement awards to charts, game boards to calendars and flash cards! Use this powerful program two ways. Either choose one of the ten templates such as the calendar, chart or flash cards, and customize it. Or create your own work from scratch by choosing borders, fonts and clip art.

Includes 4 sizes of printouts up to 17" x 22"; 9 fonts (plain, bold or outline text); 200 pieces of clip art in 19 categories; special pre-print viewing feature.

Requires 48K.

MNS-118655-AP 5.25" disk.	$49.95
MNS-118655L-AP Lab pack of 5.	$99.90
MNS-118655-AP3 3.5" disk.	$49.95
MNS-118655L-AP3 Lab pack of 5.	$99.90

CERTIFICATE COLLECTION

Put over 55 predesigned awards and certificates at your fingertips!

MNS-118685-AP 5.25" disk.	$19.95
MNS-118685-AP 3.5" disk.	$19.95

LASER AWARD MAKER

You can turn out handsome, crisply detailed certificates quickly and easily, because we've done the designing and even the writing for you. All you have to do is choose.

With *Laser Award Maker*, you don't have to spend time shifting graphic and text elements around. Just choose from hundreds of categorized layouts - for a custom designed look without a lot of work.

Choose Borders, fonts, & graphics. *Laser Award Maker*'s 20 borders range from simple to lavish. And its 4 font styles compliment those borders perfectly. Many awards come with lively illustrations, too.

Choose your words - or ours. We've included hundreds of pre-written text, from warm to whimsical. Use them as they are, or edit to make them more personal.

Requirements: 1 Meg; Classic, SE, Plus, MacII series.

BAU-34807-MAC	$129.95

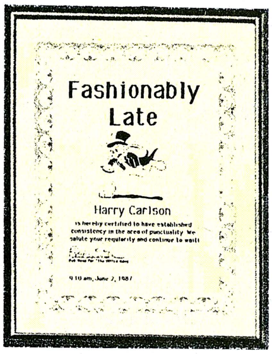
BORDER LIBRARY

Add 10 handsome new borders to the 20 already in your Laser Award Maker software. Of course, they're all equally detailed, with the look of master engraving.

Requires: Laser Award Maker.

BAU-492307-MAC.	$49.95

AWARD MAKER PLUS


Fashionably
Late

Harry Carlson

is hereby certified to have established consistency in the area of punctuality. We salute your regularity and continue to wait!

9:10 am, June 2, 1987

Honor and thank people with more than just words! With *Award Maker Plus* you create professional quality certificates with detailed borders, specialized graphics, and personalized messages ready for framing. *Award Maker Plus* is a software tool for printing awards, certificates, licenses, coupons, diplomas or other documents of your own design. The program will print hundreds of predesigned award styles, allowing you to enter text, select the border style and color, and in some styles enter your own hi-res pictures. Nearly 300 different awards and certificate styles. A variety of intricately designed black and white, and colored borders are included to make each award distinctive.

Apple Requires 64K

BV-18-AP 5.25" disk only.	$49.95

Macintosh Requires any Macintosh

BAU-23717-MAC	$49.95

SPORTS AWARD LIBRARY

A special collection of awards designed for school athletics, YMCA activities, community recreation, and other organized sports like softball leagues, youth leagues, and company sponsored teams. *Library* includes 10 new border styles, 4 new text fonts, and hundreds of new style options for male and female sports awards.

Requirements: *Award Maker Plus* program disk

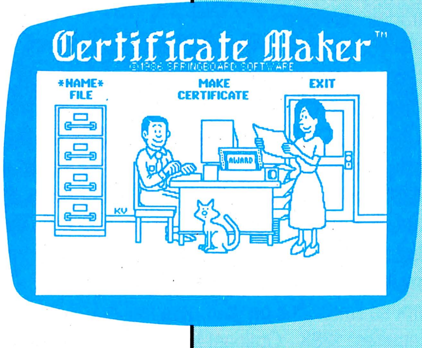
BAU-31807-MAC	$34.95

EDUCATION AWARD LIBRARY

With this library you will dramatically increase your selection of professionally designed award styles along with new borders and text fonts. Includes awards, diplomas, coupons, invitations, scholarships and licenses for educators, students, parents, volunteers, speakers - both serious and whimsical.

Requirements: *Award Maker Plus* program disk.

BAU-32907-MAC	$34.95



CERTIFICATE MAKER

Certificate Maker provides a fun and easy way to recognize, encourage and reward all kinds of achievements. There are over 200 certificates to choose from in a variety of categories and styles. Create a name file and print certificates for an entire class. Requires 64K.

SPR-101-AP 5.25" disk.	$39.95

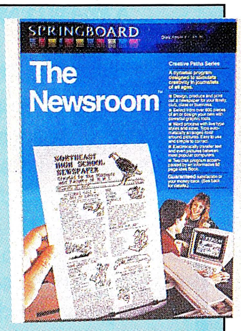
CERFICATE LIBRARY VOLUME 1

Over 100 new certificates and 24 new borders.

Requires 64K.

SPR-102-AP 5.25" disk.	$29.95

THE NEWSROOM



Grades: 4 & up

The Newsroom gives you everything you need to create your own newspaper. Completely control all design elements of your paper. Over 600 pieces of clip art are available in *The Newsroom*. You can combine them, alter them, or even create your own unique pictures to use in your paper. You can select from five fonts to enter text with an easy-to-use word processor. Once you write your stories, you can reposition a photo and the text will automatically wrap around it. You can print your newspaper out on any popular computer printer using letter or legal-sized paper. Requires 64K.

SPR-12-AP 5.25" disk only. $59.95

CLIP ART VOLUME 1

Grades: 4 & up

Over 600 pieces of delightful clip art to use with *The Newsroom*. Both realistic and cartoon-like graphics make your stories come to life. Features people, music, holidays, flowers, religious symbols, sports, animals, and more. Requires 64K.

SPR-13-AP 5.25" disk only. $29.00

CLIP ART VOLUME 2

Grades: 4 & up

More than 800 pieces of great business clip art to use with *The Newsroom*. Select from dozens of categories, including medical, daycare, realty, industry, office, shopping, travel, and more. Requires 64K.

SPR-14-AP 5.25" disk only. $29.00

CLIP ART VOLUME 3

Grades: 4 & up

Over 600 pieces of exciting clip art featuring sports and recreational activities. Choose from dozens of categories including tennis, skydiving, baseball, fishing, soccer, track, camping, and more. For use with *The Newsroom*. Requires 64K.

SPR-15-AP 5.25" disk only. $29.00

SUPERPRINT

Now there's a printing program so advanced you can produce a giant wall decoration one moment and a dozen party invitations the next. Want a Happy Birthday banner decorated with candles? Need a five-foot tall Santa Claus poster at your next christmas Party? Or a giant dinosaur? Or a big wall calendar with holiday and seasonal graphics for each month of the year?

Features:

*Over 200 different graphics including seasonal and holiday themes, sports, animals, children's decorations, party motifs, and more

*6 different typestyles in bold, solid, and outline

*10 predesigned borders plus an unlimited number of your own custom borders

Requires: 128K, 2nd drive recommended

NSP-2015-AP 5.25" disk only. $29.95

PRINTMASTER PLUS

With the help of your computer and a dot-matrix printer, you can design exciting banners, posters, stationery cards - even calendars! PrintMaster plus combines clear menus with flexible steps. Choose your artwork, your font and font style, enter your message - add border if you want. Then push a button and print. It's as easy as that.

You can select the design elements and preview in any order you want. Place a border and text, then preview it. Change the text, add a graphic, then preview again.

PrintMaster Plus provides the crisp, detailed graphics and high quality type. You'll be proud of the results.

Requires: 128K, Prodos

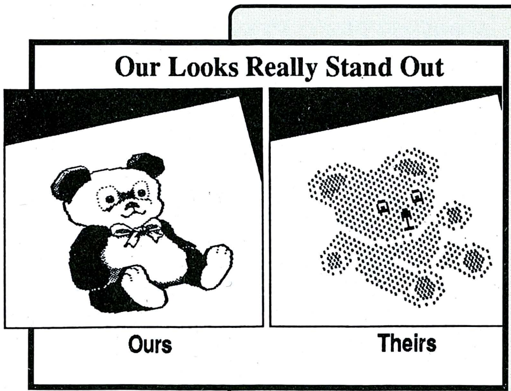
NSP-2018-AP 5.25" disk only. ... ~~$59.95~~.....$19.95

PRINTMASTER ART GALLERY I

Over one hundred useful and fun pictures to use with the PrintMaster. More holiday, animals, office items, sports and much more to create a school calendar, personal stationary and anything your imagination can design. Requires PrintMaster.

NSP-2059-AP 5.25" disk only. ...... ~~$39.95~~.....$9.95

PRINT MAGIC


Our Looks Really Stand Out
Ours
Theirs

Grades: All Ages

Now you can create inspired cards, flyers certificates stationary and banner with virtually no restriction. No other software of its type gives you as many choices, or as much power as Print Magic. It requires no special skills to use, yet Print Magic lets you put words and pictures is virtually any combination you like. Pick your pictures and your typefaces, then change them, play with them, put your graphics, words and borders anywhere on your page. Unlike other programs that impose limitations on your personal creativity.

Requires: 128K. Optional Mouse recommended.

NSP-2158-AP 5.25" disk. .... ~~$39.95~~....$29.95

Original Print Shop & Graphics

ORIGINAL PRINT SHOP

Only 64K in your Apple IIe? finding it hard to find software for your machine? Now you can own the best selling program of all time. The Print Shop! Now you can create your own cards, signs, personal stationary and much more.

3.5" version requires 48K.

NSP-2207-AP 5.25" disk only. . ~~$49.95~~.....$29.95

NSP-2206-AP3 3.5" disk . ... ~~$49.95~~.....$39.95

PRINT SHOP GRAPHICS LIBRARY DISK 1

Hundreds of new graphics for every purpose and occasion including: Christmas, Easter, Children, Classroom setting, Football, Tennis, Clowns, Donkeys, Frogs, Robots, Mimes and much much more.

Requires: 48K, Original Print Shop

NSP-2208-AP 5.25" disk only. . ~~$24.95~~.....$14.95

PRINT SHOP GRAPHICS LIBRARY DISK 3

More graphics to add a personal touch to all of your creations. Includes: Warning signs, Stop Signs, Desks, Christmas, Flying carpets, Oil Lamps, Winter, Summer, Zoo Animals, Octopus, Eye Charts, Piggy Banks, and hundreds more.

Requires: 48K, Original Print Shop

NSP-2209-AP 5.25"disk only.... ~~$24.95~~....$14.95

GRAPHICS SCRAPBOOK #1 SPORTS

More art to use with the old *Print Shop*! Covers 15 different sports, including football, baseball, tennis, soccer - also school mascots and even skateboarding. Requires 48K.

EP-30-AP 5.25" disk only. $24.95

PERSONAL NEWSLETTER

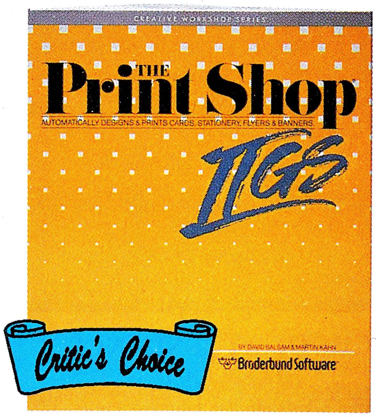
Use your computer to create fancy text, beautiful pictures, and attention grabbing printed pages. Personal Newsletter simplifies the process of creating documents in three easy steps: 1)Design the page layout 2)Enter the text 3)Merge in pictures. Requires 128K.

NSP-2062-AP 5.25" disk only. ...... ~~$59.95~~....$29.95

LET'S MAKE GREETING CARDS

With only a few keystrokes, you can design, create and print original greeting cards and invitations. Everything you need - pictures, symbols, type styles, and borders for professional results. Includes over 70 graphics and symbols, 6 different type styles and 2 different sizes. The preview mode allows you to view your creation before you print it. Requires 48K.

NSP-2053-AP 5.25" disk only. .... ~~$9.95~~....$5.00


CREATIVE WORKSHOP SERIES
THE Print Shop
AUTOMATICALLY DESIGNS & PRINTS CARDS, STATIONERY, FLYERS & BANNERS
IIGS
Critic's Choice
Brøderbund Software

THE PRINT SHOP IIGS

The full graphics capability of the Apple IIGS is used in this special version of *The Print Shop*. With *The Print Shop IIGS*, students can print out creations from greeting cards to banners - in up to eight dazzling colors! Over 120 unique, multicolor graphics utilize the brilliant color and razor-sharp screen resolution of the IIGS. Full panels, borders, backgrounds, and a powerful graphics editor are all included.

Apple IIGS Requires 512K.

BRO-20852-GS 3.5" disk.	**$47.95**

Make Any Day a Banner Day!
Broderbund
HAPPY BIRTHDAY
BRIDGE PARTY
Welcome Back

BANNERMANIA

Grades: 4 - 12

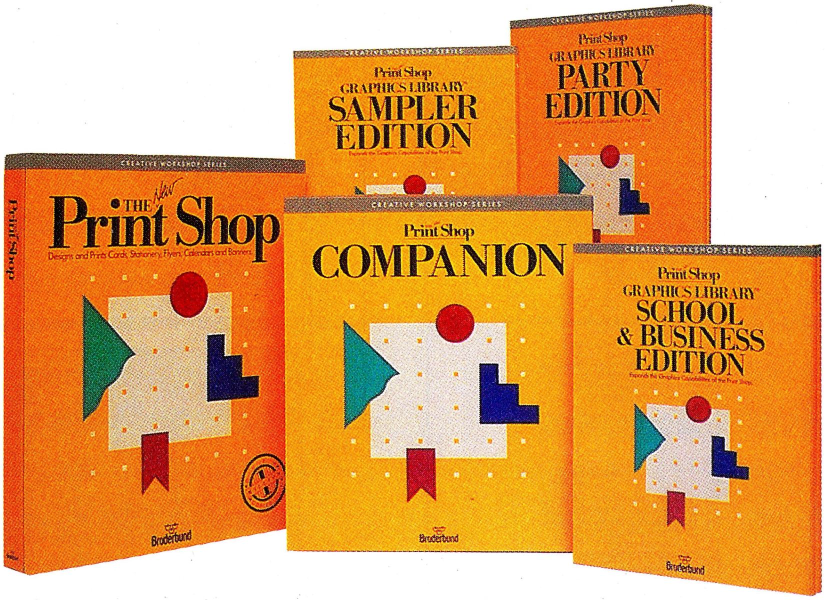
Bannermania lets you produce spectacular banners, posters and bumper stickers quickly and easily with a host of extraordinary special effects. Its simple menus and creative capabilities make it the perfect addition to your library of classroom printing programs. *Bannermania* lets you choose from 19 fonts and any of 27 different shapes (from convex to kinky ribbon), as well as a variety of special effects (including shadows and perspective). You can easily change banner size and layout, so you can turn the same message into a vertical banner, a poster, or a bumper sticker. With *Bannermania's* "transmogrification" function, you can even preview over one million banner variations automatically!

Apple Requires 128K

BRO-27155-AP 5.25" disk.	**$44.95**
BRO-27155-AP3 3.5" disk.	**$44.95**

Macintosh Requires Macintosh Plus, SE, II

BRO-27155-MAC 3.5" disk.	**$69.95**


CREATIVE WORKSHOP SERIES
THE New Print Shop
Designs and Prints Cards, Stationery, Flyers, Calendars and Banners
Print Shop GRAPHICS LIBRARY SAMPLER EDITION
Print Shop GRAPHICS LIBRARY PARTY EDITION
Print Shop COMPANION
Print Shop GRAPHICS LIBRARY SCHOOL & BUSINESS EDITION
Brøderbund

PASTEL COMPUTER PAPER

PASTELS SAY IT SUBTLY! Comes in 4 contemporary colors, 100 sheets per package.

LI-95210 Dusty Rose.	**$6.95**
LI-95410 Winter Green.	**$6.95**
LI-95110 Pastel Yellow.	**$6.95**
LI-95310 Powder Blue.	**$6.95**

Assorted Pack of 400 sheet,100 sheets of each color.

LL-PPA	**$19.95**

BOLD COMPUTER PAPER

CREATE WITH COLOR! Comes in 8 brilliant colors. Packed 100 sheets per color.

LI-75002 Cherry Red.	**$9.95**
LI-95810 Electric Blue.	**$9.95**
LI-95910 Kelly Green.	**$9.95**
LI-95610 Rich Gold.	**$9.95**
LI-18125 Pure White.	**$9.95**
LI-95210 SweetHeart Pink.	**$9.95**
LI-90025 Natural Parchment.	**$11.95**
LI-96010 Brilliant Yellow.	**$9.95**

Assorted Pack of 400 sheets, 50 of each color

LI-PPA50	**$26.95**

See Page 213 for 4-Color Ribbons

PRINT SHOP ORGANIZER

This distinctive yellow three-ring binder keeps your *Print Shop* valuables in one easy-to-carry system. Organize your disks and graphics in the pre-tabbed sections included in the binder, complete with alphabetical and subject indexes for your graphics.

BL-OPA-AP	**$17.95**

THE PRINT SHOP MACINTOSH

With *The Print Shop* on your Macintosh, it's easy to create attention-getting cards, stationery, flyers and banners. To select a design category, all you have to do is point and click. You can even pick up graphics created in *MacPaint* and transport them to your *Print Shop* designs.

Macintosh Requires 1MB.

BRO-20855-MAC 3.5" disk.	**$69.95**

THE *NEW* PRINT SHOP

Critic's Choice

With *The New Print Shop*, you can bring more power and flexibility to your classroom than ever before. *The New Print Shop* retains all the easy-to-use features that made *The Print Shop* so popular with students and educators - but now there's more. Twenty new features and enhancements;

- sharper images
- over 100 new, higher-resolution graphics
- multicolor graphics full-panel graphics that allow you to create certificates and awards simply by adding names and dates.
- original *Print Shop* graphics are still compatiable in orignial resolution only.
- new "customize" command allows you to flip graphics and text, or even place multiple graphics and fonts anywhere on the page!

Generate banners, personalized stationary, book and report covers, posters, and almost anything else imaginable. Preview designs on screen at any time. Requires 128K.

BRO-20051-AP 5.25" disk.	**$44.95**
BRO-21350L-AP Lab pack of 5.	**$119.95**

THE NEW PRINT SHOP GRAPHICS LIBRARIES

SCHOOL & BUSINESS EDITION

More than 100 graphic symbols including chalkboards, chemical beakers, fall leaves, school buses, cheerleaders, the American flag, a schoolhouse, and dozens more.

BRO-21250-AP 5.25" disk.	**$24.95**

SAMPLER EDITION

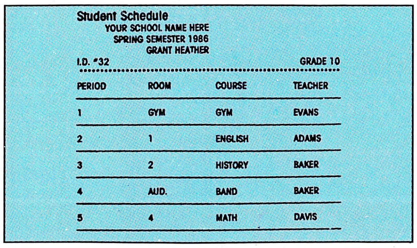
More than 100 additional borders, graphics and fonts to add zip to your next poster, memo or flyer.

BRO-20650-AP 5.25" disk.	**$24.95**

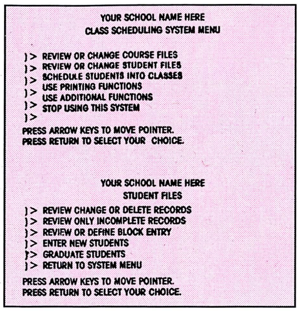
PARTY EDITION

The *Party Edition* includes more than 100 graphics, borders and fonts for every party occasion...

BRO-20750-AP 5.25" disk.	**$24.95**



```
Student Schedule
        YOUR SCHOOL NAME HERE
          SPRING SEMESTER 1986
               GRANT HEATHER
I.D. #32                                   GRADE 10
....................................................
PERIOD        ROOM        COURSE        TEACHER
____________________________________________________
1             GYM         GYM           EVANS
____________________________________________________
2             1           ENGLISH       ADAMS
____________________________________________________
3             2           HISTORY       BAKER
____________________________________________________
4             AUD.        BAND          BAKER
____________________________________________________
5             4           MATH          DAVIS
____________________________________________________
```



```
             YOUR SCHOOL NAME HERE
         CLASS SCHEDULING SYSTEM MENU

 )> REVIEW OR CHANGE COURSE FILES
 )> REVIEW OR CHANGE STUDENT FILES
 )> SCHEDULE STUDENTS INTO CLASSES
 )> USE PRINTING FUNCTIONS
 )> USE ADDITIONAL FUNCTIONS
 )> STOP USING THIS SYSTEM
 )>
PRESS ARROW KEYS TO MOVE POINTER.
PRESS RETURN TO SELECT YOUR  CHOICE.


             YOUR SCHOOL NAME HERE
                 STUDENT FILES
 )> REVIEW CHANGE OR DELETE RECORDS
 )> REVIEW ONLY INCOMPLETE RECORDS
 )> REVIEW OR DEFINE BLOCK ENTRY
 )> ENTER NEW STUDENTS
 )> GRADUATE STUDENTS
 )> RETURN TO SYSTEM MENU
PRESS ARROW KEYS TO MOVE POINTER.
PRESS RETURN TO SELECT YOUR CHOICE.
```

CLASS SCHEDULING SYSTEM

Imagine scheduling your students without overscheduling yourself and starting school with accurate printed schedules for both teachers and students. Once your basic data has been entered, *Class Scheduling System* can complete a student's schedule in less than four seconds - with the friendly assurance of screen prompts that guide you throughout the program. This system can be quickly learned, is simple to use and requires no prior computer experience. It is accurate and dependable, and provides a natural transition from handscheduling.

Class Scheduling System handles:

- up to nine periods per day
- up to ten requests per student
- up to 1200 students/400 courses per grade

Class Scheduling System allows:

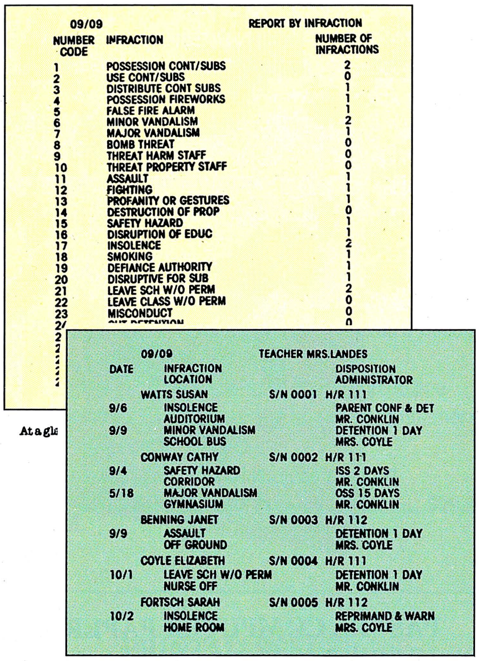
- multiple section courses, no limits
- balanced sections enrollment
- 1 or 2 alternate selections per course
- you to set maximum class size
- you to track students and prioritize courses
- multiple period course, up to three periods long

Class Scheduling System prints:

- student schedules
- alphabetized class rosters
- student ID number and grade on all forms

Requires 128K.

KM-9700-AP 5.25" disk only. **$375.00**



```
   09/09                         REPORT BY INFRACTION
 NUMBER  INFRACTION                    NUMBER OF
  CODE                                 INFRACTIONS
 1       POSSESSION CONT/SUBS              2
 2       USE CONT/SUBS                     0
 3       DISTRIBUTE CONT SUBS              1
 4       POSSESSION FIREWORKS              1
 5       FALSE FIRE ALARM                  1
 6       MINOR VANDALISM                   2
 7       MAJOR VANDALISM                   1
 8       BOMB THREAT                       0
 9       THREAT HARM STAFF                 0
 10      THREAT PROPERTY STAFF             0
 11      ASSAULT                           1
 12      FIGHTING                          1
 13      PROFANITY OR GESTURES             1
 14      DESTRUCTION OF PROP               0
 15      SAFETY HAZARD                     1
 16      DISRUPTION OF EDUC                1
 17      INSOLENCE                         2
 18      SMOKING                           1
 19      DEFIANCE AUTHORITY                1
 20      DISRUPTIVE FOR SUB                1
 21      LEAVE SCH W/O PERM                2
 22      LEAVE CLASS W/O PERM              0
 23      MISCONDUCT                        0
```

At a gl

```
        09/09               TEACHER MRS.LANDES
DATE        INFRACTION                    DISPOSITION
            LOCATION                      ADMINISTRATOR
        WATTS SUSAN         S/N 0001  H/R 111
9/6         INSOLENCE                     PARENT CONF & DET
            AUDITORIUM                    MR. CONKLIN
9/9         MINOR VANDALISM               DETENTION 1 DAY
            SCHOOL BUS                    MRS. COYLE
        CONWAY CATHY        S/N 0002  H/R 111
9/4         SAFETY HAZARD                 ISS 2 DAYS
            CORRIDOR                      MR. CONKLIN
5/18        MAJOR VANDALISM               OSS 15 DAYS
            GYMNASIUM                     MR. CONKLIN
        BENNING JANET       S/N 0003  H/R 112
9/9         ASSAULT                       DETENTION 1 DAY
            OFF GROUND                    MRS. COYLE
        COYLE ELIZABETH     S/N 0004  H/R 111
10/1        LEAVE SCH W/O PERM            DETENTION 1 DAY
            NURSE OFF                     MR. CONKLIN
        FORTSCH SARAH       S/N 0005  H/R 112
10/2        INSOLENCE                     REPRIMAND & WARN
            HOME ROOM                     MRS. COYLE
```

Are some teachers having — or reporting — more than their share of trouble? The individual teacher report alerts you to this.

SCHOOL DISCIPLINE MANAGER

Would you like to have clear and concise information to present the next time a student's parents accuse you of unfairly singling out their son or daughter as a behavior problem? Do you suspect a certain teacher of citing students for misbehavior a little bit too often? Do you know how many drug-related incidents have occurred in your school this year? This program enables you to write your own discipline letter, gives you the choice of both on screen or hard copies of an individual student's discipline record and comes with expanded documentation.

School Discipline Manager gives you instant access to these useful reports: A single student's entire discipline record. All infractions for a particular teacher All infractions for an individual administrator (for up to 7 administrators) The number of each type of infraction. Enables administrators to focus on their main problem or problems Three different monthly suspension reports (by student name or number, sorted by sex) Preaddressed suspension letter to parents Mailing labels Homeroom lists School or class rosters.

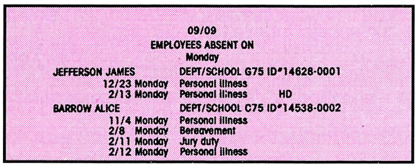
Requires 128K.

KM-8145-AP 5.25" disk. **$249.00**

KM-8145-AP3 3.5" disk. **$249.00**

FACULTY/STAFF ATTENDANCE MANAGER

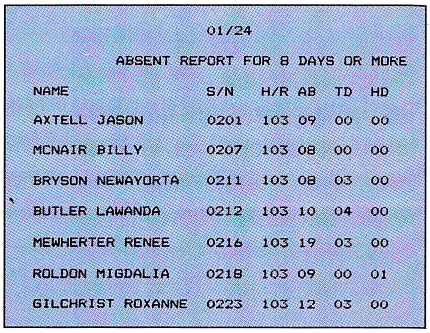
Handles the attendance records of up to 500 school employees, both faculty and other staff members. Manages a variety of absences inluding, but not limited to: professional days, personal days, jury duty, and more. Accumulates and subtracts absences from the individual's cumulative number of days available, including half days. Prints reports monthly or for entire year: days staff members were absent reasons for the absences percentage of absences - per individual or for all employees.



```
                        09/09
                 EMPLOYEES ABSENT ON
                       Monday
JEFFERSON JAMES            DEPT/SCHOOL G75 ID#14628-0001
           12/23 Monday    Personal illness
            2/13 Monday    Personal illness        HD
BARROW ALICE               DEPT/SCHOOL C75 ID#14538-0002
            11/4 Monday    Personal illness
            2/8  Monday    Bereavement
            2/11 Monday    Jury duty
            2/12 Monday    Personal illness
```

Selective reports to determine: absentees on a particular day Monday absences or all Friday/Monday absences. Reports by: department, ID number, alphabetically, on screen or printer. Requires 2 disk drives and an 80 column printer. Requires 128K.

KM-8438-AP 5.25" disk only. **$375.00**



```
                    01/24

        ABSENT REPORT FOR 8 DAYS OR MORE

NAME                  S/N    H/R AB   TD   HD

AXTELL JASON          0201   103 09   00   00

MCNAIR BILLY          0207   103 08   00   00

BRYSON NEWAYORTA      0211   103 08   03   00

BUTLER LAWANDA        0212   103 10   04   00

MEWHERTER RENEE       0216   103 19   03   00

ROLDON MIGDALIA       0218   103 09   00   01

GILCHRIST ROXANNE     0223   103 12   03   00
```

SCHOOL ATTENDANCE MANAGER

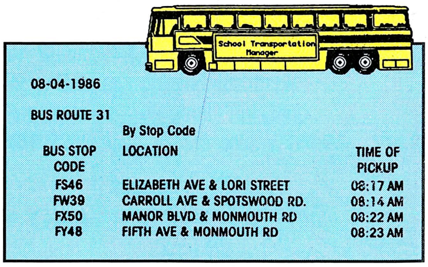
This powerful administrative tool can automate and expedite the tedious and time consuming chore of attendance recordkeeping. Input is easy (by student number) and quick - the program assumes that the student is present unless otherwise noted, so tedious input time is minimized. And you don't have to buy any additional, expensive hardware.

School Attendance Manager automatically generates: individual student's attendance records attendance record for the entire school letters to parents of students who have been absent for a multiple of four days mailing label capability all students who have been absent for two consecutive days.

Requires 128K.

KM-8436-AP 5.25" disk. **$375.00**

KM-8436-AP3 3.5" disk. **$375.00**



```
08-04-1986

BUS ROUTE 31
            By Stop Code
 BUS STOP   LOCATION                           TIME OF
   CODE                                         PICKUP
   FS46     ELIZABETH AVE & LORI STREET        08:17 AM
   FW39     CARROLL AVE & SPOTSWOOD RD.        08:14 AM
   FX50     MANOR BLVD & MONMOUTH RD           08:22 AM
   FY48     FIFTH AVE & MONMOUTH RD            08:23 AM
```

SCHOOL TRANSPORTATION MANAGER

The program helps in scheduling optimal bus runs by allowing manipulation of bus loads and bus stops. It keeps your bus maintenance records, too.

In addition, the program instantly generates these useful reports: the bus drivers' run by time of pickup at each stop and runs listing the students to be picked up at each stop. transportation reports which can be used to obtain reimbursement from the state. It contains all the data necessary for these reports. bus passes for students which list the bus stop, time, and bus. it will address the bus passes so they can be easily mailed in window envelopes. lists of all walkers and/or students who are transported by special transportation such as vans.

Data entry is simple, even for first time computer users, and so are deletions, additions, and changes. School Transportation Manager conveniently uses the same data base as the popular *School Attendance Manager* and *School Discipline Manager*. So, if you are using either of these programs, you won't even have to input your students. Requires an Apple family computer with two disk drives. Requires 128K.

KM-8150-AP 5.25" disk only. **$595.00**

SPORTS WORKS

Sports Works will help you with such duties as keeping the team roster, preparing programs, and maintaining budgets and equipment inventories. Also, it will help select line-ups, record stats, analyze the team's performance, compile season statistics, and keep track of your team's all-time records. *Sports Works* will let you accomplish your administrative tasks quickly and efficiently and effectively analyze your team's performance.

Requires: *Appleworks* for Apple (page 187), *Microsoft Excel* for Macintosh (page 184)

ATHLETIC DIRECTOR

This product packs a powerful punch while helping you schedule games and meets, manage facilities, monitor budgets, and create letters and forms. Even administrative tasks aren't the marathon of headaches they once were!

MEC-6701-AP 5.25" disk. $39.95
MEC-6701-MAC 3.5" disk. $39.95

CLUB/LEAGUE ORGANIZER

You'll be glad to have this M.V.P. on your team to help you maintain rosters, schedule tournaments, and recruit and hire staff for any self-contained sports organization.

MEC-6702-AP 5.25" disk. $39.95
MEC-6702-MAC 3.5" disk. $39.95

BASEBALL

This program can handle up to 50 players. Sample of statistics categories include: hitting, base-running, fielding, pitching, plus extra categories for a coach to add other important statistics.

MEC-6703-AP 5.25" disk. $39.95
MEC-6703-MAC 3.5" disk. $39.95

GOLF

This program can handle up to 100 golfers for 9, 18, or 36 holes. Computes scoring by round, and has a wealth of general information.

MEC-6715-AP 5.25" disk. $39.95
MEC-6715-MAC 3.5" disk. $39.95

SWIMMING & DIVING

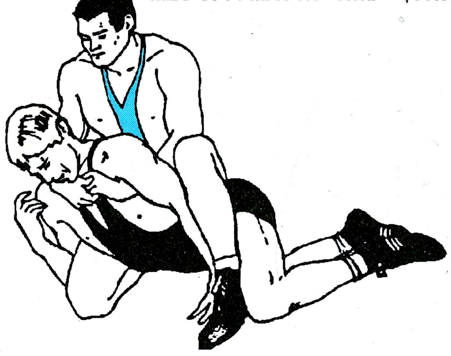
This program can handle up to 100 divers and up to 50 swimmers. Sample statistics categories include: score by dive, scoring by meet, and splits.

MEC-6708-AP 5.25" disk. $39.95
MEC-6708-MAC 3.5" disk. $39.95

WRESTLING

This program can handle up to 50 wrestlers. Sample statistics categories include: maneuver points, scoring by round, by period, opponent stats, and results.

MEC-6714-AP 5.25" disk. $39.95
MEC-6714-MAC3.5" disk. $39.95



BASKETBALL

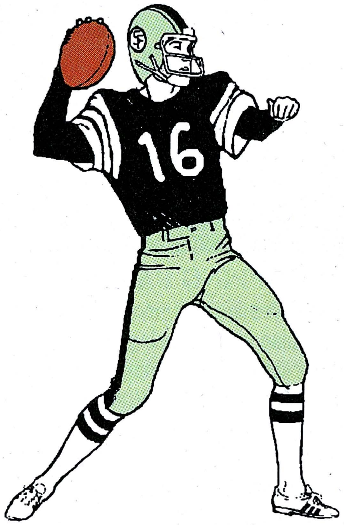
This program can handle up to 40 players 20 of your own players and 20 of the opposing teams players. Sample of statistics categories include: scoring, rebounding, assists, turnovers, fouls, plus extra categories.

MEC-6704-AP 5.25" disk. $39.95
MEC-6704-MAC3.5" disk. $39.95

FOOTBALL

This program can handle up to 100 players. Sample statistics categories include: rushing, passing, total offense, pass receiving, punt returns, interceptions, field goals, PAT: kick, punts, kickoffs, defense, fumbles, penalties, plus extra categories.

MEC-6705-AP5.25" disk. $39.95
MEC-6705-MAC 3.5" disk. $39.95



TRACK & FIELD

This program can handle up to 100 competitors. Statistics are kept for results and split times.

MEC-6709-AP5.25" disk. $39.95
MEC-6709-MAC 3.5" disk. $39.95

SOCCER

This program can handle over 50 players. Sample statistics categories include: scoring, goalie, offensive, plus extra categories.

MEC-6706-AP 5.25" disk. $39.95
MEC-6706-MAC 3.5" disk. $39.95

VOLLEYBALL

This program can handle up to 50 players. Statistics are kept by the game and by the match.

MEC-6710-AP 5.25" disk. $39.95
MEC-6710-MAC 3.5" disk. $39.95

ICE HOCKEY

This program can handle up to 50 players and 30 opposing players. Sample statistics categories include: scoring, goalie, and penalties.

MEC-6712-AP 5.25" disk. $39.95
MEC-6712-MAC3.5" disk. $39.95

SOFTBALL

This program can handle up to 50 players. Sample statistics categories include: hitting, base-running, fielding, pitching, plus extra categories.

MEC-6707-AP5.25" disk. $39.95
MEC-6707-MAC 3.5" disk. $39.95

TENNIS

This program can handle up to 50 players. Sample statistics include match scoring, individual player stats, opposing player stats, and scoring by the set.

MEC-6713-AP 5.25" disk. $39.95
MEC-6713-MAC3.5" disk. $39.95

GYMNASTICS

This program is divided by events for men and events for women and can handle up to 200 gymnasts. The score can be tracked over time.

MEC-6716-AP 5.25" disk. $39.95
MEC-6716-MAC 3.5" disk. $39.95

RUNNING

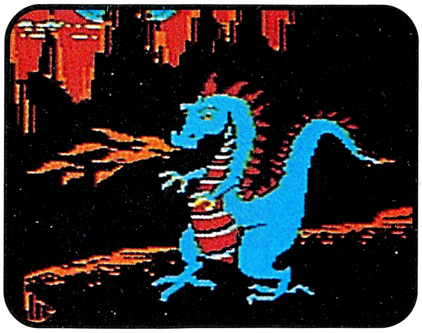
This program can handle up to 100 runners. Sample statistics categories include: meet times, results, and split times.

MEC-6717-AP 5.25" disk. $39.95
MEC-6717-MAC 3.5" disk. $39.95

BOWLING

This program can handle up to 33 sessions for up to 200 bowlers for a bowling league and can handle up to 20 meets for up to 50 bowlers for a bowling meet. Complete scoring statistics can be kept for the individual bowler.

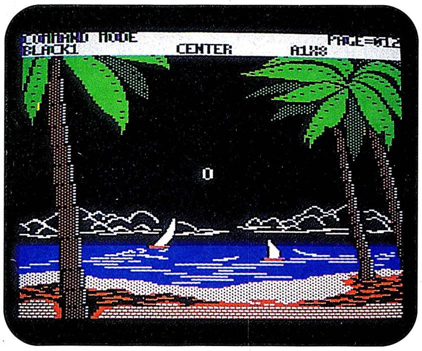
MEC-6711-AP 5.25" disk. $39.95
MEC-6711-MAC 3.5" disk. $39.95



MOVIE MAKER

Movie Maker comes with hundreds of built-in pictures plus the power to draw your own. Study and change any of the 10 ready-made movies while you master the art of animation. Share your work on computer disk or with a VCR. Requires 64K, joystick required.

NSP-2051-AP 5.25" disk only. .... ~~$14.95~~.....$9.95

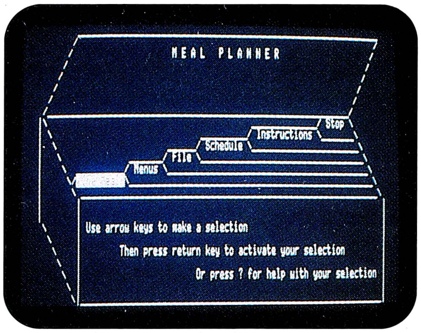


VIDEO TITLE SHOP

Grades: Adult

Video Title Shop is a versatile program designed to enhance your home video production in many ways. with this utility you can combine your VCR or video camera and home computer system to create specialized video production for home or school. You can choose from different font styles and sizes. Create your own and edit until you have exactly what you want. Requires 64K.

NSP-2092-AP 5.25" disk only. $19.95



Use arrow keys to make a selection

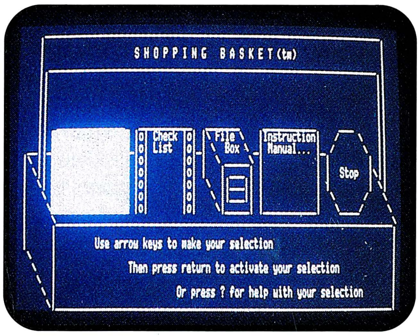
Then press return key to activate your selection

Or press ? for help with your selection

MEAL PLANNER

This program adds excitement to a meal by randomly selecting your favorite dishes. It comes with a number of recipes and space to provide entries of your family's favorite dinners. *Meal Planner* will calculate the needed recipe ingredients required for either large or small groups. Create you grocery list automatically for each week's dinner menus. Also search recipes by ingredient to plan meals using your on-hand food supplies. Requires 64K.

NSP-2050-AP 5.25" disk only. ...... ~~$19.95~~. ... $4.95



Use arrow keys to make your selection

Then press return to activate your selection

Or press ? for help with your selection

SHOPPING BASKET

This program saves time and money by helping you to organize and plan your shopping trip. By scanning your computer screen, a wide range of possible grocery and other items, categorized and priced by you, a shopping list is created and printed. An estimated cost lets you budget your purchases before getting to the store. Your shopping list also helps you organize your coupons further reducing shopping costs. Requires 128K, 80-column card.

NSP-2061-AP 5.25" disk only. .... ~~$9.95~~.....$4.95

FASTPAK MAIL

To create a mailing list, you simply fill-in blanks on your computer screen or transfer names created by some other software program directly from disk to disk.

FastPak Mail adds mailing list names and addresses to your letters, individualizes form letters by inserting names or "boiler plate" paragraphs from other documents into the body of the letter, and even lets you pause during print-out to type in extra material. Easily handles lists up to 5,000 names.

Requires: 64K

NSP-2012-AP 5.25" disk only. ... ~~$69.95~~.....$19.95

FASTPAK MAIL BUSINESS EDITION

This edition of *FastPak Mail* is designed to handle all the chores associated with every kind of business mail-from a single letter to larger bulk mailings. You can create and maintain lists, sort and select records, print labels, letters, and much more. *FastPak Mail* will easily handle lists of up to 10,000 names, sort on 4 different fields, use ASCII files, and is already set-up for data entry.

Requires: 64K and 80 column card

NSP-2011-AP 5.25" disk only. .. ~~$69.95~~.....$19.95

Personal Finance

AUTO EXPENSER

Grades: Adult

This program is ideal for small business and home use for those who need to keep track of auto expenses for tax purposes. It keeps track of all expenses including mileage. Data can be sorted and printed by different categories including fuel, maintenance, parking and much more. Requires 64K.

NSP-2034-AP 5.25" disk. .... ~~$9.95~~. $4.95

DOLLARS AND SENSE

This is a program to help you save money by helping you organize your money. It allows you to set-up up to 120 accounts, reminds you to pay bills and much more. Comes with easy to use manual that contains sample accounts and uses simple on-screen prompts. No need to be an expert on computers or accounting to be able to use *Dollars and Sense*. Requires 128K.

NSP-2049-AP 5.25" disk only. $24.95

PERSONAL ACCOUNTANT

Personal Accountant is a program that automatically adds and subtracts from the appropriate accounts and lets you enter a month's transactions in minutes. It produces professional statements for all of your accounts. Other reports include: profit/loss statement, trial balance sheet, asset/liability report, and many others. Requires 128K.

NSP-2057-AP 5.25" disk. .... ~~$59.95~~.....$24.95

NSP-2057-AP3 3.5" disk. .... ~~$59.95~~.....$24.95

QUICKEN

Grades: Adult

Quicken saves you hours of time and effort by automating personal and small business finances. Just confirm payment amounts and *Quicken* automatically does 14 bookkeeping steps and hands you your check ready to mail. It also keeps track of tax related transactions for easy completion of tax forms. Eliminate the drudgery of balancing your bank statement. *Quicken* keeps accurate, up to the minute financial records. Also, integrates with Appleworks.

Requires 128K, 2 drives or a hard drive, 80 column card.

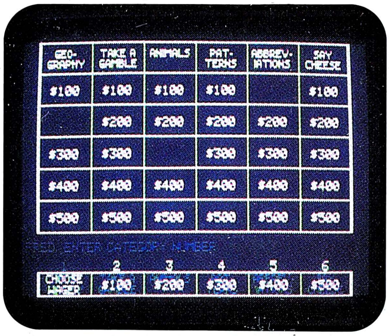
NSP-2094-AP 5.25" disk only. $29.95

FINANCIAL COOKBOOK

Easier to use than a calculator and much more powerful. The *Financial Cookbook* contains 32 recipes to answer all your saving, investing and major purchase questions. Some of the recipes included are Savings Accounts, IRA's, Mortgages, Investments, Car Purchases, and much more. Each area is broken down into detailed areas for example: owning your car, fixing your car, buying a car, leasing a car.

Requires 128K, mouse.

NSP-2211-MAC . ... ~~$59.95~~.....$29.95


GEO-GRAPHY
TAKE A GAMBLE
ANIMALS
PAT-TERNS
ABBREV-IATIONS
SAY CHEESE
CHOOSE WAGER

JEOPARDY

Grades: 8 - Up

Sharpen your wits, steady your nerves. Get ready to select your category, place your wager and challenge yourself. Jeopardy is hours and hours of fun with hundreds of categories and over 1,000 actual questions, even the daily double. Play with friends or against the computer. Requires 64K.

NSP-2108-AP 5.25" disk only......... ~~$12.95~~.....$7.95

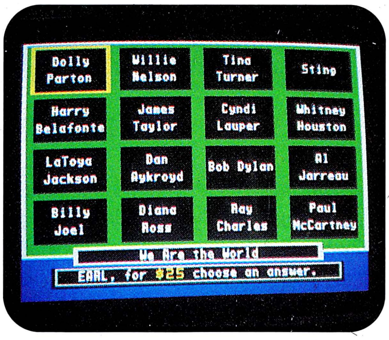
COLOR OF THE JERSEY WORN BY THE DAILY WINNER OF THE TOUR DE FRANCE

JEOPARDY SPORTS EDITION

Grades: 8 & Up

Now a version of one of T.V.'s favorite game show for the sports enthusiast in your family. Categories include Gymnastics, Swimming, Track, Football, and many more. Requires 64K.

NSP-2119-AP 5.25" disk only......... ~~$17.95~~.....$8.95


Dolly Parton
Willie Nelson
Tina Turner
Sting
Harry Belafonte
James Taylor
Cyndi Lauper
Whitney Houston
LaToya Jackson
Dan Aykroyd
Bob Dylan
Al Jarreau
Billy Joel
Diana Ross
Ray Charles
Paul McCartney
We Are the World
EARL, for $25 choose an answer.

WIPEOUT

America's newest and hottest TV game show sensation now on your home computer! Anyone can play, but only the lucky and clever few step up to the final round for a chance at the fabulous grand prize!

Fascinating fun-fast and furious-challenging your memory and matching your wits against friends and family, or even the computer itself. All you have to do is keep choosing the right answer. It's that simple! Or is it? One wrong answer and...Wipeout!

Requires: 128K

NSP-2005-AP 5.25" disk only....... ~~$14.95~~.....$10.95

WHEEL OF FORTUNE

You're the star in Wheel of Fortune, Americans favorite TV game show! The excitement starts as soon as the program begins. Zippy music...famous game board...shapely hostess...spinning wheel. You could win a fortune - or you could go bankrupt.

Play against friends - or match wits against computer-selected opponents. You will have just five consonants, a vowel, and 30 seconds to guess the final phrase for hours of non-stop entertainment. However you play it, you will need a knowledge of trivia, a winning strategy and Lady Luck on your side.

Requires: 128K

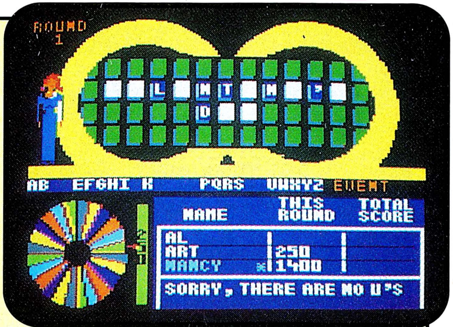
NSP-2016-AP 5.25" disk only. .... ~~$14.95~~.....$7.95

WHEEL OF FORTUNE 3RD EDITION

Grades: 3 - up

Now hundreds of new phrases for your favorite T.V. show just spin the wheel and choose a letter. Requires 128K.

NSP-2123-AP 5.25 disk only. .... ~~$14.95~~.....$11.95

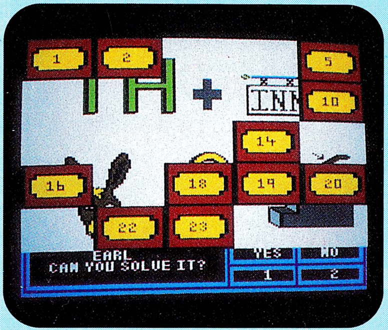

ROUND 1
AB EFGHI K PQRS UVWXYZ EVENT
NAME
THIS ROUND
TOTAL SCORE
AL
ART 250
NANCY 1400
SORRY, THERE ARE NO U'S

WHEEL OF FORTUNE 2ND EDITION

Grades: 3 - Up

Just like the TV show - take your turn spinning the wheel for a chance to guess a letter and decipher the phrase before your opponents do over . 1000 new phrases for you and your friends to test your skills or compete against the computer. Requires 128K.

NSP-2100-AP 5.25" disk only. .... ~~$14.95~~.....$7.95


EARL
CAN YOU SOLVE IT?
YES
NO

CLASSIC CONCENTRATION

Grades: 3 - Up

Test your memory skills on this computer version of the popular TV gameshow. Remember where the washer and dryer are and you can reveal a piece of the puzzle you're trying to solve. Over 100 puzzles make playing with a friend or against the computer great fun. Requires 128K.

NSP-2102-AP 5.25" disk only. .... ~~$12.95~~.....$8.95

CLASSIC CONCENTRATION 2ND EDITION

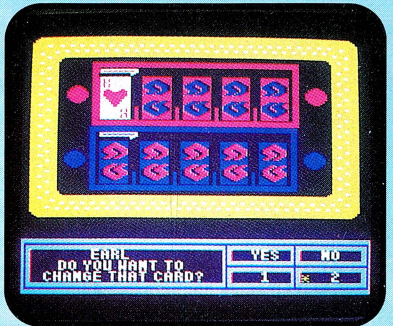
Experience the Challenge...The Excitement...The Magic...in the computer version of the Official TV Game Show, Classic Concentration!

Match the pairs of prizes on the board to uncover over 100 NEW mind-teasing puzzles. Take on a friend or the computer as you vie for the opportunity to solve the puzzles and win extravagant dream prizes. Can you make it to the final round...give it a try!

For more hours of non-stop competition and fun...play the game that has always been matchless...Classic Concentration!

Requires: 128K, Joystick optional

NSP-2001-AP 5.25" disk only. ..... ~~$14.95~~.....$10.95


EARL
DO YOU WANT TO CHANGE THAT CARD?
YES
NO

CARD SHARKS

Grades: 3 - Up

Hundreds of hilarious survey questions just like the T.V. show. Guess how other people respond and play your cards. You can make it all the way to Money Cards. Play with friends or against the computer. Requires 128K.

NSP-2104-AP 5.25" disk only......... ~~$12.95~~.....$8.95

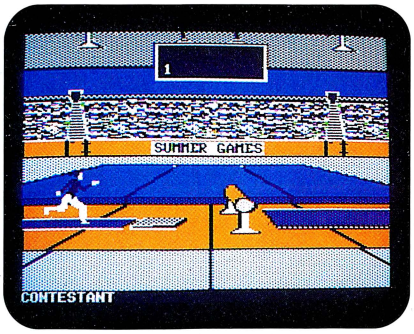
CONCENTRATION/ CARD SHARKS

Grades: 3 - Up

Now both of your favorite T.V. game shows in one exciting package. Match the pairs of prizes on the board and uncover pieces of a hidden puzzle. Can you decipher the puzzle before your opponent? Over 100 puzzles and valuable prizes are yours to uncover as you match wits with a friend or the computer. For hours of non-stop fun...Play Classic Concentration! Go for it... Bet it all.. Win Big Bucks in the new computer version of Card Sharks! Hundreds of hilarious survey questions, just like the hit T.V. game show. Take your best shot - guess how other people have responded. Play your cards right and you too can make it all the way to Money Cards!! Come on, take the gamble and play Card Sharks - it's fast, it's fun, and it's full of surprises! Requires: 128K. Joystick Optional.

NSP-2182-AP 5.25" disk only. ...... ~~$19.95~~.....$13.95

Sports Games

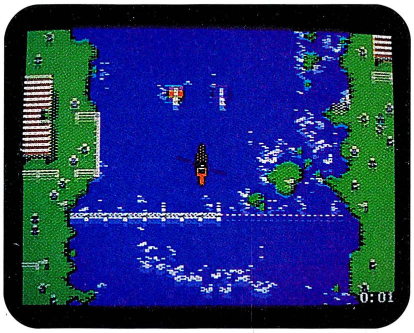


SUMMER GAMES

Grades: 3 - Up

You're an Olympic Athlete competing in eight different arcade-styles events. Summer Games has realistic, state of the art graphic and sound effects. Includes the national anthem from 18 different countries and true-action strategy. Compete against an opponent or the computer. Requires 64K, joystick required.

NSP-2091-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

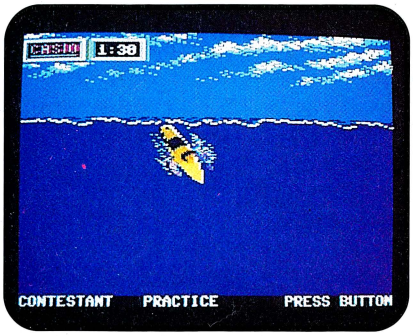


SUMMER GAMES II

Grades: 5 - up

More fun and games in this popular series. Here, before you get the gold you must throw the javelin, do the high jump, then the triple jump, you still have rowing, fencing, cycling, kayaking and the equatrian events. With complete animated graphics, 18 different National anthems, opening ceremonies and award ceremonies you feel like you're at the Olympics. Requires 64K.

NSP-2126-AP 5.25 disk only. .... ~~$19.95~~.....$9.95

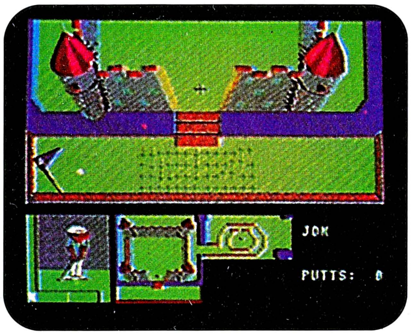


CALIFORNIA GAMES

Grades: All

Six new radical games invented for fun under the sun. Surf, skateboard, bike-ride, rollerskate, footbag and flying disc played at California's beachs, parks and desert turf. Play against the computer or up to eight players. Requires 128K.

NSP-2087-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

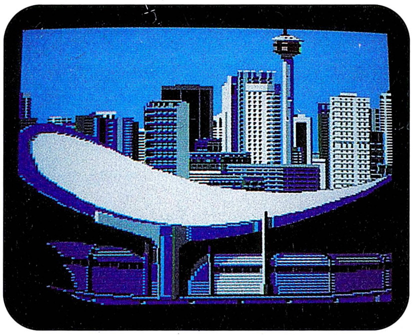


MINI-PUTT

Grades: 3 & Up

If you're looking for a lighthearted and relaxing miniature golf game for your computer, then you're looking at the wrong box, duffer. Mini-Putt is the ultimate miniature golf challenge, a magical, animated "Golf-O-Rama" filled with pandemonium that will not only test your skill but it test your sanity. Ability for up to 4 players. Requires: 512K.

NSP-2160-GS IIGS. .... ~~$39.95~~.....$14.95

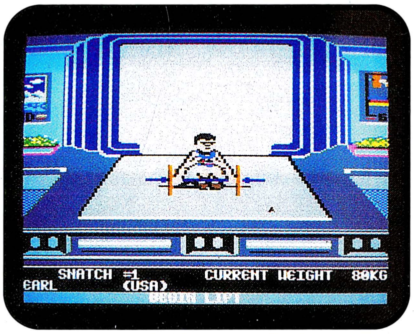


WINTER GAMES

Grades: All

You've captured the gold in Summer Games now it's on to the Winter Games! And what an incredible setting - a completely realistic winter wonderland featuring six action-packed events. The six winter events included: Bobsled, Ski Jump, Figure Skating, Free-Style, Hot Dog Aerials, and the Biathlon. You can compete against your friends or the computer. First choose the country you want to represent. Then it's practice, training and learning a winning strategy for each event. Now the Opening Ceremony and the competition begins. Will you be the one who takes the gold at the Awards Ceremony? Play up to 8 players. Requires: 128K.

NSP-2181-AP 5.25 " disk only. ...... ~~$19.95~~.....$9.95



WORLD GAMES

Grades: All

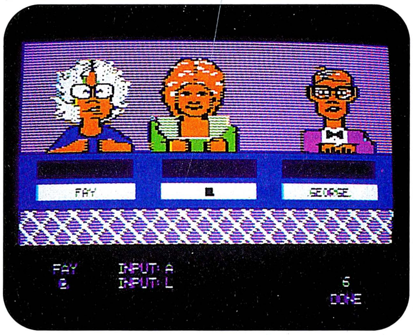
In World Games, you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia. Next, it's off to Scotland for the caber toss. Canada, for the new impossible log roll. France, to ski the slalom. And, at last, to the U.S. of A., to ride the meanest, orneriest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance.

Requires: 128K

NSP-2004-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

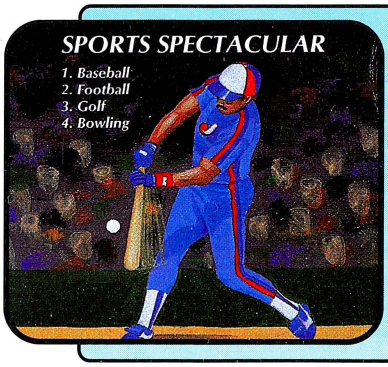


JEOPARDY SPORTS EDITION

Grades: 7 - 12

Now a version of one of T.V.'s favorite game show for the sports enthusiast in your family. Categories include Gymnastics, Swimming, Track, Football, and many more. Requires 64K.

NSP-2119-AP 5.25" disk only. .... ~~$12.95~~.....$8.95



SPORTS SPECTACULAR

Grades: 6 - 12

This disk contains four of the most popular sports games: baseball, football, bowling, and golf. In baseball you will experience a line drive to center field. In football you are the coach and you call the plays. Fore! Look out for the great game of golf. In bowling its a strike for this graphic arcade game. Requires 128K.

NSP-2139-AP 5.25" disk only. ...... ~~$12.95~~.....$5.00

ELECTRONIC ARTS
PRESENTS
JOHN MADDEN FOOTBALL

JOHN MADDEN FOOTBALL

Grades: 4 - Up

This program has eleven players on each team just like the real thing. You call plays from the play book or design your own. But watch out for weather conditions, injuries, penalties, timeouts, and turnovers. Requires 64K, joystick required.

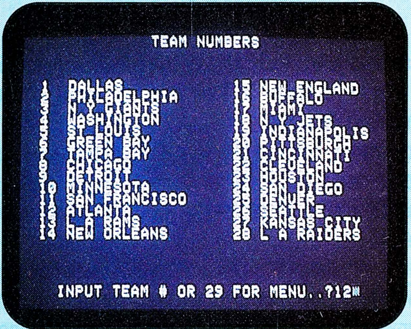
NSP-2117-AP 5.25" disk only....... ~~$49.95~~.....$24.95

JOHN ELWAY'S QUARTERBACK

Grades: 4 & Up

Third and ten on your own 30 yard line. Forty-three seconds left on the clock and you're down by two. Suddenly the end zone seems to be a hundred miles away. If you're going to be a hero, now is the time. You call the play. football action so real you can almost feel the pigskin in your hands. Designed under the watchful eyes of the game's premier quarterback - John Elway. This program brings all the strategy and ground pounding excitement of the world's greatest sport right to your computer screen, one or two players! Requires: 128K, Joystick.

NSP-2199-AP 5.25 disk only. ...... ~~$29.95~~.....$14.95



```
                 TEAM NUMBERS

 1 DALLAS                15 NEW ENGLAND
 2 PHILADELPHIA          16 BUFFALO
 3 N Y GIANTS            17 MIAMI
 4 WASHINGTON            18 N Y JETS
 5 ST LOUIS              19 INDIANAPOLIS
 6 GREEN BAY             20 PITTSBURGH
 7 TAMPA BAY             21 CINCINNATI
 8 CHICAGO               22 CLEVELAND
 9 DETROIT               23 HOUSTON
10 MINNESOTA             24 SAN DIEGO
11 SAN FRANCISCO         25 DENVER
12 ATLANTA               26 SEATTLE
13 L A RAMS              27 KANSAS CITY
14 NEW ORLEANS           28 L A RAIDERS

      INPUT TEAM # OR 29 FOR MENU..?12
```

PRO FOOTBALL FACTS & PREDICTIONS

Grades: 4 & Up

Let Pro Football Facts and Prediction give you the advantage to more thoroughly enjoy and understand this season football season. It is so easy to use that within minutes of opening the box you'll be quickly enjoying the program. Pro Football Facts and Prediction, uses a sophisticated analysis program to input and then project how one team will do against another. You will find endless amounts of information to let you understand, analyze, and fully enjoy the next football game! Astound your friends, and family when you accurately predict the football winners. Requires: 64K

NSP-2201-AP 5.25" disk only. .... ~~$34.95~~.....$5.00

WORLD'S GREATEST BASEBALL GAME

Grades: 4 & Up

Imagine a starting line-up that includes Pete Rose, Dwight Gooden, Willie Mays, George Brett, Mike Schmidt, and even Babe Ruth! Well you don't have to imagine anymore, because now its now possible. This program offers both strategy and action by combining Major League Players' statistics with your playing abilities to determine the outcome of each game. You can also select between managing and controlling your players or managing only. This enhanced version contains complete team roster with over 75 teams, improved graphics, and even a scoreboard that tests your baseball knowledge with trivia questions that appear between innings. Requires: 128K.

NSP-2197-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

PURE - STAT BASEBALL

Grades: 4 & Up

Pure - Stat Baseball is the ultimate sports simulation program. Select the team you'd like to manage, then pick the team you want to play against. Every team from the 1985 season is accurately reprinted,, along with eight classic teams for the past. You can trade team players, draft new players, create your own teams, even form you own league. Pure - Stat Baseball's highly detailed animated graphics give you perfect view of the playing field. Each player acts and moves individually on every play. Three different stadiums are included with the program. Requires: 64K.

NSP-2195-AP 5.25" disk only... ~~$49.95~~.....$14.95

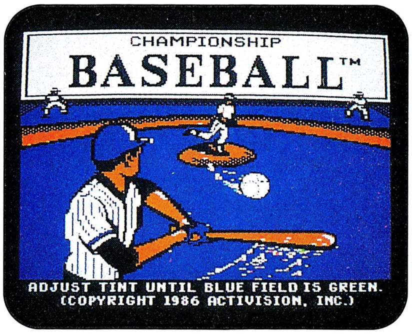
SELECT PLAY CONFIGURATION
1) ONE PLAYER JOYSTICK
2) ONE PLAYER KEYBOARD
3) TWO PLAYERS
MAKE SURE CAPS LOCK IS ON.
CASIO

STREET SPORTS BASKETBALL

Grades: 4 & Up

It's play off time in a back alley off Oak Street. Vic and Bojo face-off on asphalt. They leap.. long arms stretch.. the higher hand smacks the ball to Magic... then a furious fast break down the alley... Vic gets caught in the hustle and does hard time on concrete... defense slacks as Kevin slips on a slimy oil patch... Brad spots an opening to the basket and slams it through. Check out those high five! Create a team to terrorize the neighborhood. There are hot shooters and slow dribblers, team players and show offs. Guys that can pass on the run and find that big man inside. Or help Joey pop'em from the corners. But don't let them dribble in oil slicks or trip in pot holes. To be Numero Uno in this neighborhood it takes as many mental leaps as jumps. Requires: 128K.

NSP-2194-AP 5.25" disk only. .... ~~$19.95~~.....$9.95


CHAMPIONSHIP
BASEBALL™
ADJUST TINT UNTIL BLUE FIELD IS GREEN.
(COPYRIGHT 1986 ACTIVISION, INC.)

CHAMPIONSHIP BASEBALL

Grades: 4 & Up

The National Pastime has never looked better. Once you've selected your team, set your batting order. Then choose which of the four division suits you, and play ball. Championship Baseball gives you more options. You may want to start with some batting practice to master the fine art of hitting a screwball. Then, challenge a friend or the computer to nine innings of intense action. When you're ready pick your team and enter the 4-division, 24-team race for the pennant! You control all the action - pitching, hitting, catching, outfield relays, base running, even sliding under tags. All in the most realistic baseball simulation you can find. Grab your bat and glove and take on the challenge. Requires: 128K, joystick required.

NSP-2198-AP 5.25" disk only. ...... ~~$39.95~~.....$19.95

STREET SPORTS BASEBALL

Grades: 4 & Up

A diamond in the rough. What this game lacks in big league glamour, it make up for in local color. The diamond, for instance, is makeshift. The bases may be trash can lids, or perhaps old tires. And the team? Choose from 16 of the neighborhood's hot hitters and hacks. Each with his own level of skill in hitting, fielding, and throwing. With the right combination, your team could be the champions. With the wrong combination, the chumps. Requires: 128K.

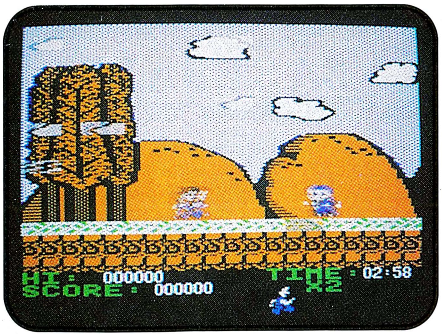
NSP-2196-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

NBA CHAMPIONSHIP BASKETBALL TWO ON TWO

Grades: 4 & Up

Six seconds left. Down by two. You steal the ball and pass it to your teammate. You both race down the court. He flips you a quick, behind the back pass. The defense closes in... you dribble around your man, turn, shoot and... YES! A perfect baseline jumper ties the game and forces it into overtime. But you couldn't have done it without teamwork. Here is the computer basketball game that begins where the others leave off. Draft your teammate from a list of ten players whose style are patterned after real professional superstars. You play on a full court and when it comes to shooting, a full range of choices. Like hooks, tip-ins, jump shots even dunks. And after each game, you can read the sports page and check box scores and division standing. It's the one that lets you really show your stuff. Game after game. Season after season. Requires: 128K.

NSP-2193-AP 5.25" disk only. ..... ~~$39.95~~..... $14.95



KID NIKI RADICAL NINJA

Grades: 3 - Up

This"rad" and "bad" punk dude is out to rescue his girlfriend, the spike-haired Princess Margo, from the clutches of the Stone wizard. Enemies like Death Breath, the Mad Monk, and the grody Green Grub stand in his way. But with his spinning sword, this miniature madman will cut them down to size!

Requires 128K.

NSP-2085-AP 5.25" disk only. .... ~~$14.95~~.....$5.00

The California Raisins

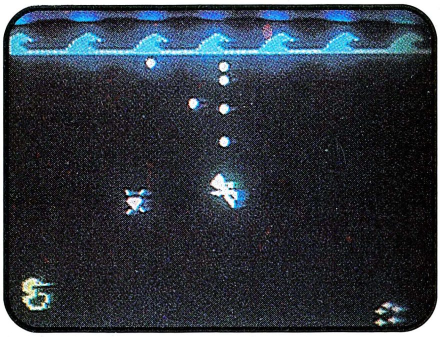
THE CALIFORNIA RAISINS

Grades: 3 - Up

In this arcade game the famous California Raisins are mistaken for ordinary grapes and they are taken to the cereal factory. You must help Tiny Goodbite fight the junk food meanies and rescue his friends.

Requires 128K, joystick required.

NSP-2103-AP 5.25" disk only. .... ~~$24.95~~.....$5.00



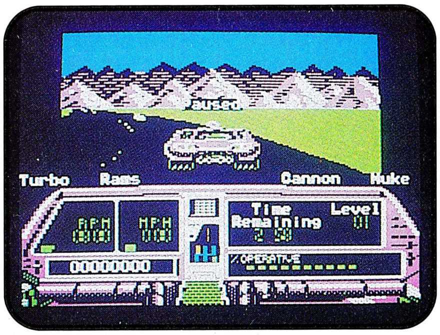
SEAHUNT

Grades: 6 - 12

In Seahunt you recover the missing diamonds that were accidently thrown overboard. Collect the reward by gathering the jewels but watch out for creatures, piranhas, and eels. Another game of the disk is J. Walker. Score points as you criss-cross from sidewalk to sidewalk. The last game is Galactic Glider in which you must find the origin of the Glider Family of Aliens.

Requires 64K, joystick.

NSP-2137-AP 5.25" disk only. .... ~~$12.95~~.....$5.00



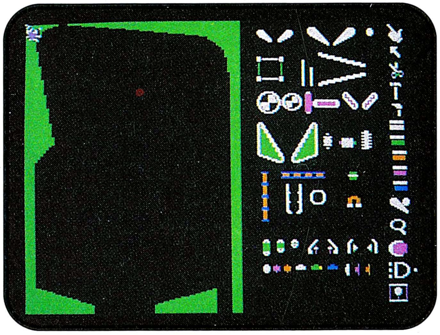
TECHNO COP

Grades: 4 - Up

You're smoking down the asphalt in the incredibly high-powered V-Max. There's a picture flashing on your computer screen. It might be the ugly mug of a world-feared drug overlord - or one of ten other slime balls from the crime empire know as Death on Arrival (D.O.A.). Your job is to get them. Watch out for crazed punks and hit men as you speed down the city's freeways. Then prowl through decaying building to find your man. You've got a Magnum .88, snare gun, and a radar criminal locator. And you'll need them all as you brave hurled axes, vicious rats, whips, bombs, brute force - and the kind of people who don't go around saying "Have a nice day." Good thing it's not only the world's fastest, turbocharger sports car, but an arsenal of guns and bombs as well. Get ready for more unpleasant surprises as your manhunt takes you through all the wrong parts of town. A great combination of the thrills of car racing and the chills of crime-busting: with 11 levels of detective skill to master.

Requires: 128K.

NSP-2186-AP 5.25" disk only. .... ~~$49.95~~.....$14.95

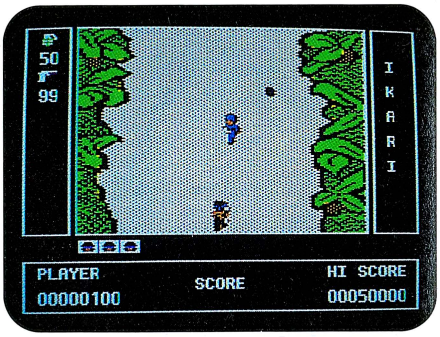


BILL BUDGE PINBALL CONSTRUCTION SET

It doesn't take very many pinball games for most people to realize that learning to control the flippers to keep the ball in play is very important. Some keep playing long enough to learn to aim the ball in addition to keeping it in play, so they can go for the highest bonuses and avoid bad angles and traps. And pinball designers keep that in mind when they create new games. They look for ways to put good bonuses new dangerous targets to challenge skillful players, all the while paying attention to whatever will make the game attractive and exciting to the eyes and ears.

Learn this and much more while designing your own pinball game with the Bill Budge Pinball Construction Set. This program has been called the best program ever written for an 8-bit machine

NSP-2010-AP 5.25" disk only. ..... ~~$24.95~~.....$14.95



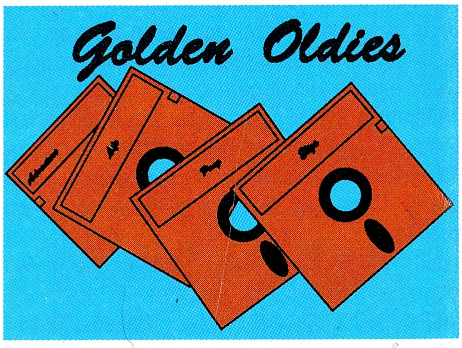
IKARI WARRIORS

Grades: 7 - Adult

Behind enemy lines, guerilla warfare are your tactics as you and your partner battle through the jungle, rivers, ruins, and opposing entrenchment in this 2-player arcade hit. Picking up an array of weaponry - machine guns, grenades, rocket launchers, and even a tank - you must battle your way to survival.

Requires 128K.

NSP-2089-AP 5.25" disk only. .... ~~$14.95~~.....$5.00



GOLDEN OLDIES

Play and learn from four of the greatest game programs of all time - In their original, uncut, officially endorsed versions!

Adventure - Explore the deep and twisted recesses of a colossal Cave. Experience the thrills and danger of gathering treasure while using your wits to outmaneuver the peril that lurks around every corner.

Eliza stimulates with uncanny reality, your conversation with a psychiatrist. Hailed as a breakthrough in computer science, Eliza provided a model for generations of artificial intelligence research in the years to come

Life - This game consists of markers on a checkerboard - like field, each marker representing a "cell." The pattern of cells changes with each move in the game, depending on a few simple rules - cells die, are born, or survive to the new generation according to how many neighboring cells there are in the vicinity. The principle is that isolated cells die from loneliness, and crowded cells die from overpopulation; favorable conditions will generate new cells and keep old ones alive.

Pong - Experience once again, the game that burst out and became a national craze. This 1972 video game has changed forever, the way the world plays.

Requires: 64K

NSP-2026-AP 5.25" disk only. .... ~~$14.95~~.....$5.00

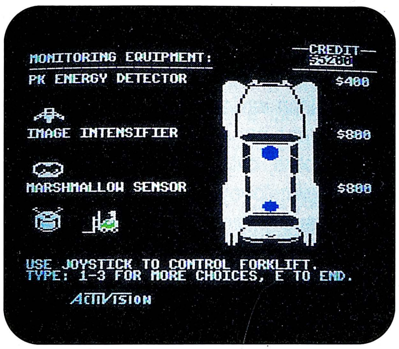
SCORE 00000 LEVEL 01 03
HISCORE 00000 HILEVEL 01

VIPER PATROL

Grades: 3 - Up

An arcade game with visual graphics and fast moving action. Keep your finger on the trigger and your eyes on in-coming fighters and meet danger head-on. Requires 128K, joystick.

NSP-2076-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

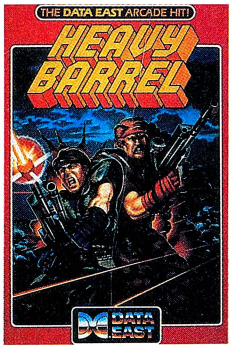

MONITORING EQUIPMENT:
CREDIT $5200
PK ENERGY DETECTOR $400
IMAGE INTENSIFIER $800
MARSHMALLOW SENSOR $800
USE JOYSTICK TO CONTROL FORKLIFT.
TYPE: 1-3 FOR MORE CHOICES, E TO END.
ACTIVISION

GHOSTBUSTERS

Grades: 3 - Up

An arcade action game where you rescue the city from paranormal activity. One marshmallow man and a zillion ghosts. Using ghost-catching, laser-beam throwers and a street map you become a true ghostbuster. Requires 48K, joystick required.

NSP-2101-AP 5.25" disk only. .... ~~$34.95~~.....$9.95

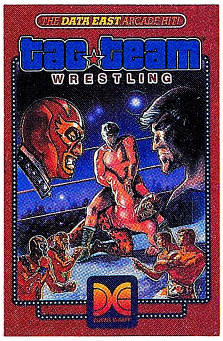

THE DATA EAST ARCADE HIT!
HEAVY BARREL
DATA EAST

HEAVY BARREL

Grades: 3 - Up

Terrorists have taken over control of the underground missile site. It's up to you to infiltrate and eliminate the leader of the terrorist army before they set off the missile in this exciting fast paced arcade hit. Requires 128K.

NSP-2106-AP 5.25" disk only. .... ~~$34.95~~.....$9.95


THE DATA EAST ARCADE HIT!
tag team
WRESTLING

TAG TEAM WRESTLING

Grades: 3 - Up

This is an arcade game that lets you experience the thrill of body slams, drop kicks and flying head butts. Choose your partner and play with a friend or against the computer. Requires 128K, joystick required.

NSP-2107-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

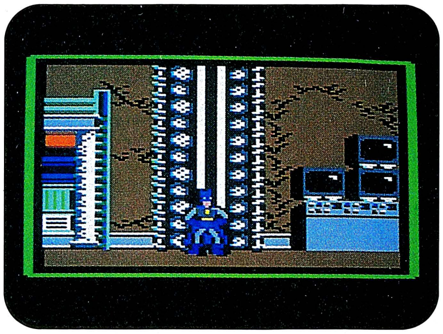
DATA EAST
EAT AT
GAME PAUSED
FULL
TIME 2:58
SCORE 00
ROBOCOP

ROBOCOP

Grades: 7 - 12

Using a wild assortment of weapons you must stop every sleazeball you encounter. Beware there are forces that will try to eliminate Robocop. Prepare yourself for non-stop arcade action in one of the most explosive games you'll ever play. Requires 128K, Double high-resolution graphics, joystick optional.

NSP-2082-AP 5.25" disk only. .... ~~$34.95~~.....$9.95



BATMAN

Grades: 4 - Up

The Penguin is back and as Batman you must match the clues you've collected to put and end to this birdbrain's squawking. But as soon as you have quieted the Penguin the joker kidnaps Robin, and you're off again in this fast paced arcade game. Requires 128K, joystick required, hi-res graphics.

NSP-2111-AP 5.25" disk only. .... ~~$34.95~~.....$9.95

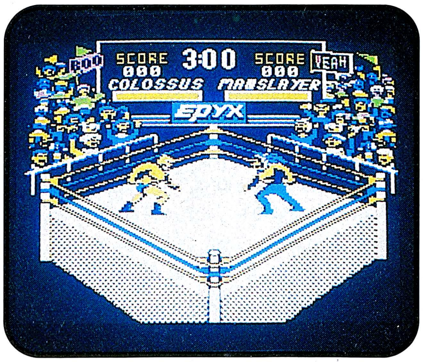
BAD DUDES
(c)1988 DATA EAST USA INC.

BAD DUDES

Grades: 5 - Up

The #1 smash arcade hit lets you rescue the President from the clutches of the Dragon Ninja. As Blade or Striker one of the bad dudes you fight tooth and nail in alleys, on waterways, even on moving semi-trucks. In the end you take on the Dragon Ninja himself. Requires 128K, joystick required, hi-res color graphics.

NSP-2113-AP 5.25" disk only. .... ~~$34.95~~.....$9.95

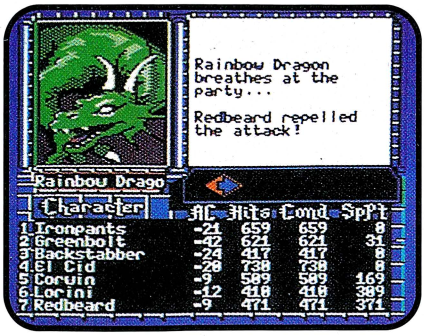

BOO
SCORE 000
3:00
SCORE 000
YEAH
COLOSSUS
MANSLAYER
EPYX

CHAMPIONSHIP WRESTLING

Grades: 3 - Up

Eight fighters to play with and against. Pick your favorite and use any of 25 moves to win your match and move up in the standing to capture the Championship belt. Play against the computer or up to 8 friends. Requires 128K.

NSP-2075-AP 5.25" disk only. .... ~~$19.95~~.....$9.95



Rainbow Dragon breathes at the party...

Redbeard repelled the attack!

Rainbou Drago

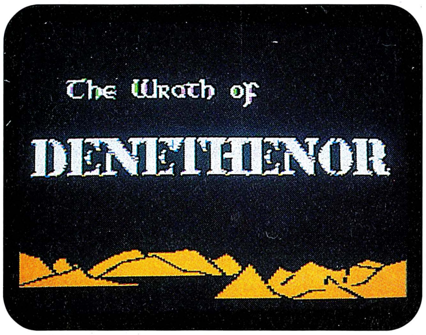
Character	AC	Hits	Cond	SpPt
1 Ironpants	-21	659	659	8
2 Greenbolt	-42	621	621	31
3 Backstabber	-24	417	417	8
4 El Cid	-28	738	738	8
5 Coruin	-9	589	589	169
6 Lorini	-12	418	418	389
7 Redbeard	-9	471	471	371

BARD'S TALE III
THIEF OF FATE

Grades: 7 - Adult

Someone or something has sealed the city's fate with an evil so vast, so unspeakable, that a host of Paladins and an army of Archmages are out matched. Hard times call for subtlety. Smaller is better. Sneakier is better. What the world needs now is a thief. Contains over 100 spells, 500 monsters, 84 dungeon levels, and 7 dimensions. Colorful, animated graphics so real you'll want to tickle the dragon's chin. Requires: 64K & 1 blank disk.

NSP-2172-AP 5.25" disk only....... ~~$49.95~~.....$25.00



WRATH OF DENETHENOR

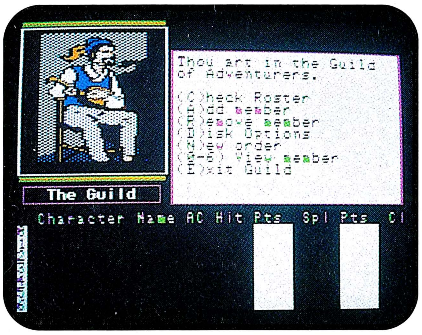
Welcome to Deledain, an imaginary world ravaged by the torrents of war. The four lords of Deledain once ruled their kingdoms independently and peacefully, but a small border skirmish mushroomed in to the destruction of their four lands. Like a phoenix from the ashes, the evil Denethenor rose to dominate the weakened world.

You begin the game by taking on the role of the most unlikely of heroes, a scoundrel explorer out to pillage the war-torn countryside. However, with ever successful raid on castle, town and village, you take another step closer to the ultimate battle with Denethenor, the prince of evil.

Wrath of Denethenor is a fantasy role-playing adventure game featuring superior graphics and programming plus a plot elaborate enough to hold the interest of even the most sophisticated adventurer. animated magic spells and traps provide a visual spectacle, while elaborate sound effects complete the scene.

Requires: 128K. Joystick optional

NSP-2002-AP 5.25" disk only......... ~~$24.95~~.....$9.95



Thou art in the Guild of Adventurers.

THE BARD'S TALE II

Another wolf! Your magic sword cleaves him mid-snarl, and he drops in a fur-pile at your feet. There's a slime-ball conjurer just our of reach who'll keep summoning these slobbering missiles until your sword arm drops off. Unless you can figure out a way to get at him.

Features:

*25 dungeon levels
*6 entire cities
*A vast wilderness to explore
*A bank and casino
*A sage to give you clues
*Six different guilds for saving games
*Optional use of Bard's tale characters.

Requires: 64K

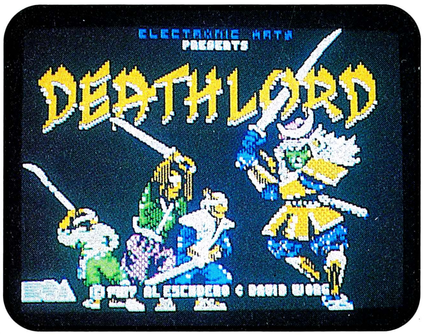
NSP-2007-AP 5.25" disk only. ..... ~~$49.95~~.....$19.95

THE GUILD OF THIEVES

Grades: 7 - Adult

Why buy this game when you could steal it? Except you can't, not yet. An amateur like you? Come off it! Now, if you were a fully paid-up member of the notorious Guild of Thieves, things would be different... Mind you, it's not easy. You might find yourself ditched on a remote jetty by the Guildmaster. You might find that the Guild expects you to ransack a well-guarded mansion or go grave robbing or maybe do everything at once. Text only. Requires 64K.

NSP-2191-AP 5.25" disk only. .... ~~$39.95~~.....$5.00

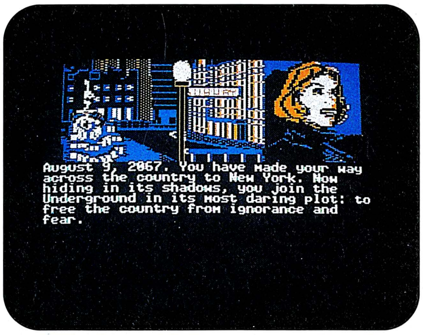


DEATHLORD

Grades: 9 - Adult

In this exciting arcade game you must do battle against monsters - 128 kinds, explore 16 different continents and then venture into dungeons. You'll visit Lorn where the emperor fears for his life and you must defeat the DeathLord using all skill and magic that you possess. Requires 128K, 2 blank disks.

NSP-2135-AP 5.25" disk only. .... ~~$31.95~~.....$9.95



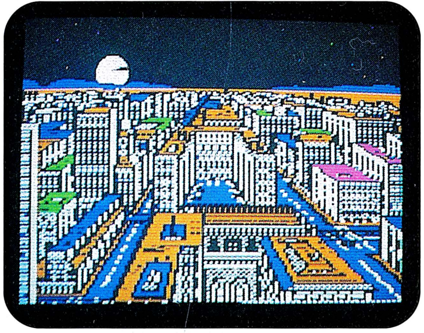
August 9, 2067. You have made your way across the country to New York. Now hiding in its shadows, you join the Underground in its most daring plot: to free the country from ignorance and fear.

FAHRENHEIT 451

Grades: 7 - Adult

Based on the novel by Ray Bradbury, you enter a world where owning a book is dangerously illegal. It's New York City and firemen are burning building for the books rather than saving them. You were once a dedicated fireman but now you are a rebel with a passion for books, out to change the world. The underground will help you avoid mechanical dogs, I.D. checkpoints, and with help you steal a fireman's uniform. As a hunted criminal your chances for success are small but with careful planning you can save the world. Requires 64K.

NSP-2078-AP 5.25" disk only. ...... ~~$39.95~~.....$19.95



ALTERNATE REALITY

Grades: 9 - Adult

Beneath the city of Xebec is the dark and gloomy corridors of the dungeon. There are 4 levels of Dungeon to explore; multitudes of new monsters; quest upon quest; and strange forces, both good and evil. Take a step farther toward your goal which is to return to earth or to seek revenge on your captors.

Requires 64K.

NSP-2109-AP 5.25" disk only. .... ~~$29.95~~.....$9.95

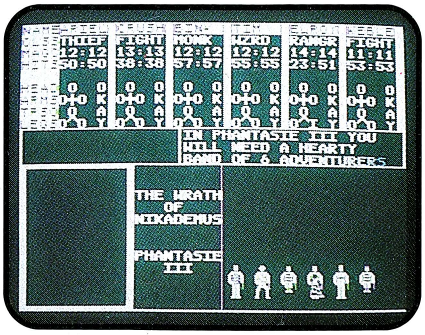
PORTAL

Grades: 9 - Adult

It is the distant future, the 21st century has long since come and gone. Returning from a failed 100 year voyage to 61 Cygne, you re-enter the Earth's atmosphere to find that the world is not as you once knew it. Where once there was teaming humanity, now there is quiet. The empty shells of mile-high skyscrapers stand at rest in awesome silence. The vista, nothing but forestand meadows, rivers and lakes, is beautiful but eerie, for there are no people. Finally, you discover an on-line computer terminal that you can operate. Through it you contact Homer - a living computer. Together you and Homer must unravel the mystery of the vanished civilization before its too late.

Requires: 512K. Does not run on System 7.

NSP-2177-MAC .... ~~$49.95~~.....$9.95



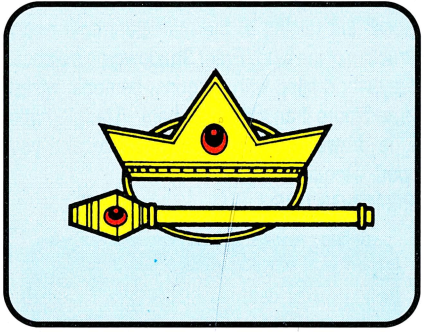
IN PHANTASIE III YOU WILL NEED A HEARTY BAND OF 6 ADVENTURERS

THE WRATH OF NIKADEMUS

Grades: 7 - Adult

If you've played either Phantasie or Phantasie II, you can use the same set of characters in this game. Of course you can always create new characters. The Wrath of Nikademus promises a spell-binding storyline with enough twists and turns to satisfy your wildest fantasies. Requires 48K.

NSP-2121-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



WIZARDS CROWN

Grades: 7 - Adult

Guide this valiant band on its mission in Wizard's Crown, a multiple character role-playing game. It stands out above the crowd by combining the detailed tactical battles of war gaming with the magic and mystery of fantasy quest. Requires 48K.

NSP-2098-AP 5.25" disk only. ..... ~~$34.95~~.....$14.95

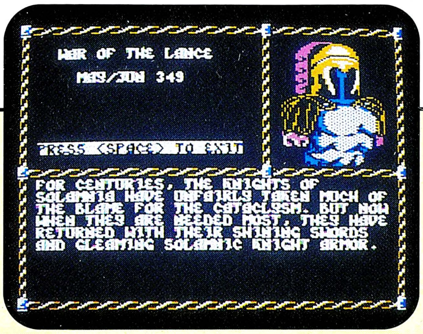
A WIZARD'S CROWN ADVENTURE
The ETERNAL DAGGER
©1987 STRATEGIC SIMULATIONS, INC.

THE ETERNAL DAGGER

Grades: 7 - Adult

This sequel transfer to Wizards Crown lets you transfer their characters to this program. This wilderness based fantasy role-playing adventure uses an improved version of the game and combat system introduced in Wizards Crown. During combat, you can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. Dungeon play has been refined and more powerful magic spells have been added. Requires 48K.

NSP-2116-AP 5.25" disk only. ...... ~~$39.95~~.....$12.95



WAR OF THE LANCE

MAY/JUN 349

PRESS <SPACE> TO EXIT

FOR CENTURIES, THE KNIGHTS OF SOLAMNIA HAVE UNFAIRLY TAKEN MUCH OF THE BLAME FOR THE CATACLYSM. BUT NOW WHEN THEY ARE NEEDED MOST, THEY HAVE RETURNED WITH THEIR SHINING SWORDS AND GLEAMING SOLAMNIC KNIGHT ARMOR.

ADVANCED DUNGEONS & DRAGONS WAR OF THE LANCE

Grades: 7 - Adult

Welcome to the first Advanced Dungeons & Dragons (AD&D) computer war game. Prepare for fierce battles and all-out war when the forces of Whitestone clash against the evil Highlord Dragon - armies. Choose sides against another human opponent, or command Whitestone against the computer. Send forth your diplomats to forge treaties and gain allies that will increase your number of troops. During the course of the game you can send characters on quest to discover magic items. Dragonlaces, dragonnorbs and gnomish technology may help to defeat the enemy. Requires 64K.

NSP-2185-AP 5.25" disk only. .... ~~$49.95~~.....$14.95

ADVANCED DUNGEONS & DRAGONS CHAMPIONS OF KRYNN

The Ware of Lance is over, but evil is a bad loser. With the dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settied down to a well earned rest. Evil forces, however, never rest and have been quietly plotting a return to power. Their goal nothing short of establishing the Dark Queen, Takhisis, an undisputed ruler of Krynn! Guide your party of characters through a dark web of intrigue and combat, where dragon, draconians and other unspeakable monstrosities dwell. Go with a brave heart - for you and your heroic adventurers are all that stand in the way of evil tyranny.

Requires: 128K.

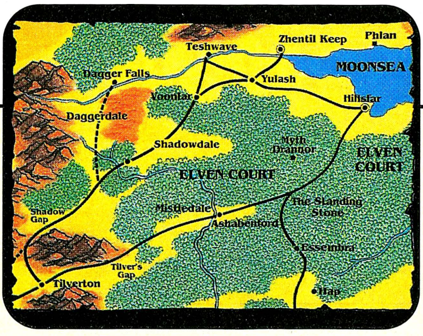
NSP-2190-AP 5.25" disk only. ... ~~$49.95~~.....$19.95

ADVANCED DUNGEONS AND DRAGONS: THE POOL OF RADIANCE

Grades: 7 - Adult

The monsters, items and spells are from the famous Advanced Dungeons and Dragons manuals and Players Handbook. Roll up your players from four classes, six races, and nine alignment in classic game fashions or use the party already provided. In 3-D graphics help your party on its difficult missions. The Adventure Journal guides you with history, maps, clues and rumors. A translation wheel converts Elvish and Dwarvish writing to English. Requires 128K.

NSP-2130-AP 5.25 disk only. .... ~~$44.95~~.....$12.95

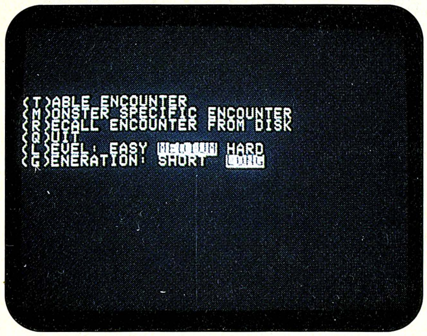


ADVANCED DUNGEONS AND DRAGONS CURSE OF THE AZURE BONDS

Grades: 7 - Adult

Advanced Dungeons and Dragons has great computer graphics that include detailed 3-D views with monsters, a colorful overland map, animated monster picture and active combat. Over 24 new spells and new characters including deadly monsters keep this program fast moving and exciting. Requires 128K.

NSP-2072-AP 5.25" disk only. ...... ~~$49.95~~.....$14.95



```
(T)ABLE ENCOUNTER
(M)ONSTER SPECIFIC ENCOUNTER
(R)ECALL ENCOUNTER FROM DISK
(Q)UIT
(L)EVEL: EASY MEDIUM HARD
(G)ENERATION: SHORT  LONG
```

DUNGEON MASTERS ASSISTANT VOLUME I: ENCOUNTERS

A great time saver! With thousands of separate encounters, monsters, and characters provided, it can reduce game prep time by several hours per session. The database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D Monster Manuals I & II. Monster records and encounter printouts total several hundred pages!

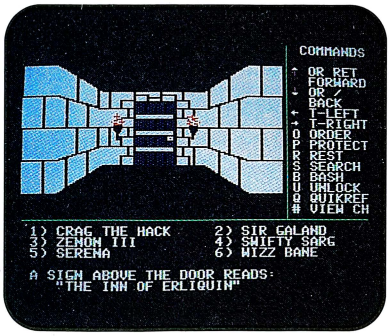
The DM can specify encounters or ask the DM Assistant to generate random ones. DMs can also modify the existing data or add their original monsters encounters to the database.

With this versatile product, the computer takes over most of the number-crunching work that the DM used to have to perform. Its bookkeeping capabilities include listing all armor and weapons carried by each monster as well as automatically assigning number and type of spells to spell-using monsters. For every encounter, this utility will total treasure and experience points for each monster group.

By harnessing the power of the computer, this program makes it practical to use the vast number of monsters and encounters created for AD&D game play. Works with all AD&D on this page. Requires: 64K

NSP-2009-AP 5.25" disk only. .... ~~$29.95~~.....$9.95

Adventure Games



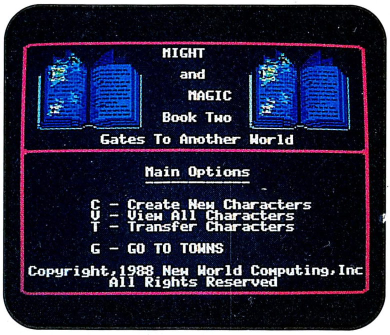
```
1) CRAG THE HACK        2) SIR GALAND
3) ZENON III            4) SWIFTY SARG
5) SERENA               6) WIZZ BANE

A SIGN ABOVE THE DOOR READS:
   "THE INN OF ERLIQUIN"
```

MIGHT AND MAGIC

Grades: 7 - Adult

Create up to 6 characters and go adventuring. You'll have a complete world to explore: 5 towns, 16 castles, mountains, dungeons, and caverns. Cast 94 magic spells on over 200 monsters and enjoy the power of more than 250 magical items. Includes spell chart and color map. Requires 64K.

NSP-2079-AP 5.25" disk only........ ~~$49.95~~....$14.95



```
MIGHT
and
MAGIC
Book Two
Gates To Another World

Main Options

C - Create New Characters
V - View All Characters
T - Transfer Characters

G - GO TO TOWNS

Copyright,1988 New World Computing,Inc
All Rights Reserved
```

MIGHT AND MAGIC II

Grades: 7 - Adult

This sequel to Might and Magic adds 2 more character classes, all new spells, auto-mapping and a horde of monsters. Solve intricate puzzles tailored for your individual skill level. Requires 128K.

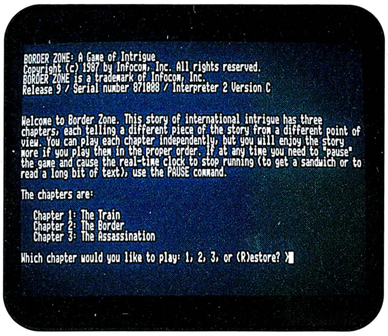
NSP-2080-AP 5.25" disk only....... ~~$49.95~~.....$14.95

KNIGHTS OF LEGEND

Grades: 9 - Adult

Adventure with up to six companions from the character that you create. Watch your characters suit up for battle, choose from hundreds of weapons and armor and experience the thrill of battle. Learn spells, then change them to suit your own needs: the power, the effect, even the name. Requires 64K, mouse optional.

NSP-2090-AP 5.25" disk only....... ~~$49.95~~.....$14.95



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BORDER ZONE: A Game of Intrigue
Copyright (c) 1987 by Infocom, Inc. All rights reserved.
BORDER ZONE is a trademark of Infocom, Inc.
Release 9 / Serial number 871008 / Interpreter 2 Version C

Welcome to Border Zone. This story of international intrigue has three
chapters, each telling a different piece of the story from a different point of
view. You can play each chapter independently, but you will enjoy the story
more if you play them in the proper order. If at any time you need to "pause"
the game and cause the real-time clock to stop running (to get a sandwich or to
read a long bit of text), use the PAUSE command.

The chapters are:

   Chapter 1: The Train
   Chapter 2: The Border
   Chapter 3: The Assassination

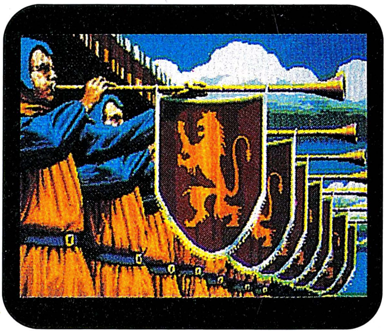
Which chapter would you like to play: 1, 2, 3, or (R)estore? >
```

BORDER ZONE

Grades: 7 - Adult

Where the Iron Curtain divides East and West, the frontier is a no man's land between freedom and captivity. In Border Zone, you cross this barrier not once, but three times, as three different characters in a fast-paced story of international intrigue. The pulse-pounding tension of espionage is heightened by the addition of real time, which ticks on regardless of your actions. The story begins on the train to Litzenburg, a peaceful country just outside the Iron Curtain. In the border town of Ostnitz, Constitution Day festivities include a speech by the American Ambassador. But plans are afoot to destabilize this key neutral territory by assassinating the diplomat. Speeding towards the border through the Eastern block country of Frobnia are an easy-going American businessman, and ambitious young American spy and a ruthless KGB agent. All three are soon to become entangled in the assassination plot, their lives intertwining as each carries out his perilous assignment. Requires: 128K

NSP-2151-AP 5.25" disk only....... ~~$44.95~~.....$14.95

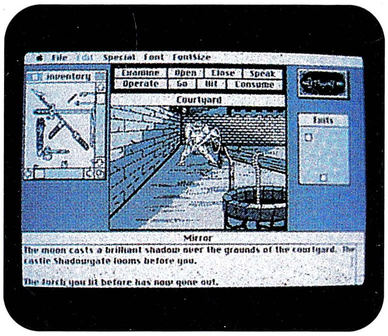


DEFENDER OF THE CROWN

Grades: Adult

The age of Chivalry! A time of lusty wenches and black hearted villains. King Richard has been murdered and England is thrown into a civil war! Amidst the ringing clash of steel and the thunder of charging steeds the bold Saxon knights have chosen you to lead them into battle against the hated Normans. Victory will not come easy. To save England your skills as a swordsman and military leader will be severely tested. But should you succeed you'll win the Crown of England and the love of many a beautiful damsel! Requires: 768K & ProDos 16.

NSP-2162-GS IIGS....................... ~~$49.95~~.....$19.95



```
The moon casts a brilliant shadow over the grounds of the courtyard. The
castle Shadowgate looms before you.

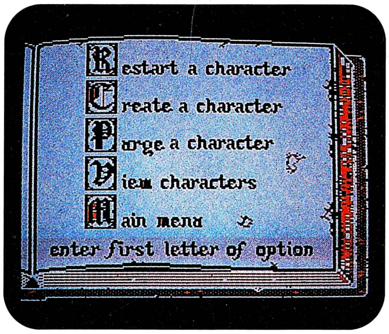
The torch you lit before has now gone out.
```

SHADOWGATE

Grades: 9 - Adult

The wind whistles shrilly through the halls as you step gingerly over the threshold. You've just entered Shadowgate, once a shining fortress, now an evil, dark, moldering ruin. In your hands lies the fate of your land...freedom and sunlight, or the dark dominion of the Warlock Lord. Only you, the last of an ancient line of kings, can hope to stop the evil one from his dread purpose: the raising of the titan Behrmoth and the destruction of the land. Enter Shadowgate's diabolical fantasy world filled with dragons, demons, wizards, trolls and more than a little mayhem. A tangled web of intrigue draws you in, until its too late and you're trapped. Requires: 768K.

NSP-2167-GS IIGS. .... ~~$49.95~~.....$14.95



```
Restart a character
Create a character
Purge a character
View characters
Main menu
enter first letter of option
```

QUESTRON II

Grades: 7 - Adult

Its all new state of the art graphics is a beautiful presentation of this magical world. Explore the dungeons in animated 3-D display. It's the closest you can come to real fantasy. Requires 64K.

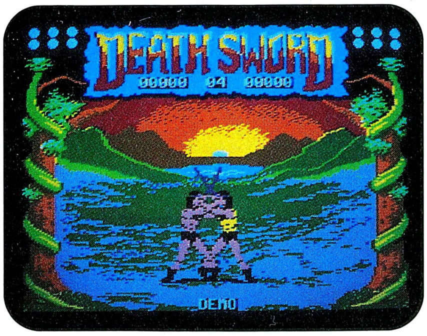
NSP-2118-AP 5.25" disk only. .... ~~$44.95~~.....$9.95

DUNGEON MASTER

Grades: 4 - Adult

Step into the world of Dungeon Master and see fantasy come to life. Set in the depths of the mysterious underground, Dungeon Master is the most exciting adventure game ever created. Every twist and turn, every nook and every corner looks real. Everything moves and works! Pick up objects with the mouse and take them with you or pick up the key and try it in the locked door maybe there's a treasure on the other side, or maybe there's a hungry monster! Choose your command for this adventure carefully, because you'll need strong fighters and powerful magicians to survive. Your skills will be tested by the intricate puzzles and cunning trap hidden inside. Requires: 1 meg.

NSP-2161-GS IIGS. .... ~~$39.95~~.....$14.95

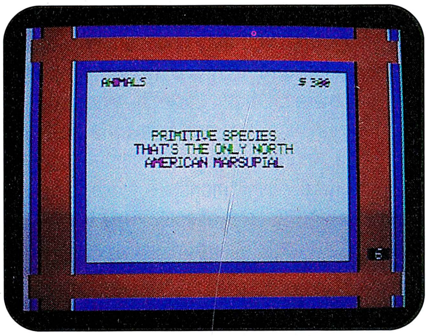


DEATH SWORD

Grades: 3 - Up

Drax the evil sorcerer is holding Princess Mariana Captive in his dark and dismal dungeon. And he'll only release her to the warrior who can defeat his barbarian guards in deadly sword combat. True cinematic graphics and metal on metal sound effects.
Requires 128K, Double Hi-Res Graphics.

NSP-2114-AP 5.25" disk only. **........~~$29.95~~.....$9.95**



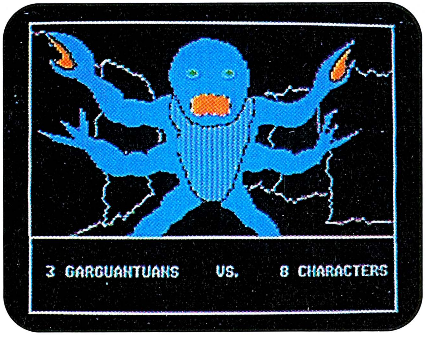
```
ANIMALS                    $ 300

        PRIMITIVE SPECIES
     THAT'S THE ONLY NORTH
      AMERICAN MARSUPIAL
```

ROADWAR 2000

Roadwar 2000 is an exciting game of survival in a brutal land. Maximize your chances by fighting for new recruits, vehicles, supplies, food, gas, guns, ammunition and medicine. Requires 48K.

NSP-2120-AP 5.25" disk only. **...... ~~$34.95~~.....$14.95**

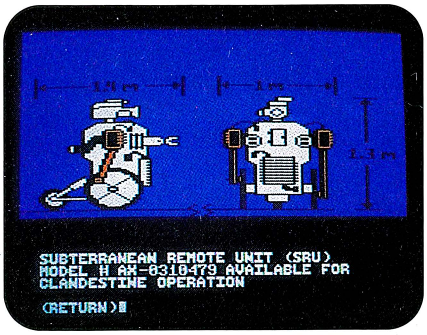


REALMS OF DARKNESS

Grades: 7 - Adult

Fame, fortune, and power. These are the spoil of victory that awaits those smart and strong enough to survive this incredibly challenging and multifaceted fantasy adventure game. For the novice adventure, a tutorial is included on the disk that takes you step-by-step through a sample game. You'll be amazed at how fast you can start playing a real game. Requires 48K.

NSP-2124-AP 5.25 disk only. **....... ~~$34.95~~.....$14.95**



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SUBTERRANEAN REMOTE UNIT (SRU)
MODEL H AX-0310479 AVAILABLE FOR
CLANDESTINE OPERATION

(RETURN)
```
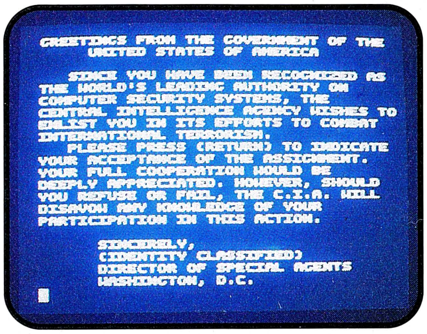

HACKER

Grades: 7 - Adult

You stumble into someone else's computer system. You're someplace you're really not supposed to be. And you get the strange feeling that it really does matter. "Logon Please" is all you get to start with. That's it. From there, it's up to you. If you've clever enough and smart enough you could discover a world you've never before experienced. Requires: 64K.

NSP-2176-AP 5.25" disk only. **........ ~~$49.95~~.....$9.95**



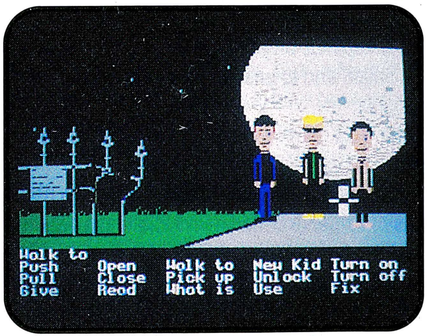
```
GREETINGS FROM THE GOVERNMENT OF THE
     UNITED STATES OF AMERICA

    SINCE YOU HAVE BEEN RECOGNIZED AS
THE WORLD'S LEADING AUTHORITY ON
COMPUTER SECURITY SYSTEMS, THE
CENTRAL INTELLIGENCE AGENCY WISHES TO
ENLIST YOU IN ITS EFFORTS TO COMBAT
INTERNATIONAL TERRORISM.
    PLEASE PRESS (RETURN) TO INDICATE
YOUR ACCEPTANCE OF THE ASSIGNMENT.
YOUR FULL COOPERATION WOULD BE
DEEPLY APPRECIATED. HOWEVER, SHOULD
YOU REFUSE OR FAIL, THE C.I.A. WILL
DISAVOW ANY KNOWLEDGE OF YOUR
PARTICIPATION IN THIS ACTION.

        SINCERELY,
        (IDENTITY CLASSIFIED)
        DIRECTOR OF SPECIAL AGENTS
        WASHINGTON, D.C.
```

HACKER II

Grades: 7 - Adult

Using your special investigating prowess, you must break into a maximum security complex in Siberia. The Bureau is lending you a satellite so you can break into their computer your job is to get into the safe and retrieve the Doomsday Paper and rescue the world. Requires 64K.

NSP-2099-AP 5.25" disk only. **....... ~~$49.95~~.....$9.95**
NSP-2099-GS IIGS. **...................... ~~$49.95~~.....$9.95**
NSP-2099-MAC Macintosh. **........... ~~$49.95~~.....$9.95**

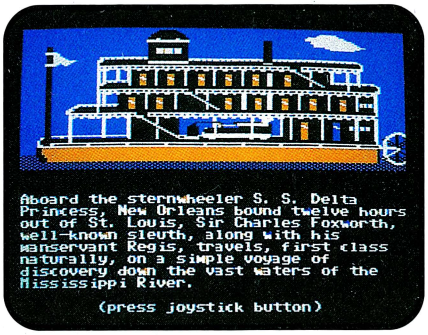


MANIAC MANSION

Grades: 9 - Adult

Suddenly you're in an adventure surrounding a meteor that crashed to the earth some 20 years ago. And now Sandy is being held captive by strange Dr. Fred. But, in order to rescue Sandy and not blow up the mansion you and your friends must enter the mansion and look for clues. Requires 128K.

NSP-2088-AP 5.25" disk only. **...... ~~$34.95~~.....$19.95**



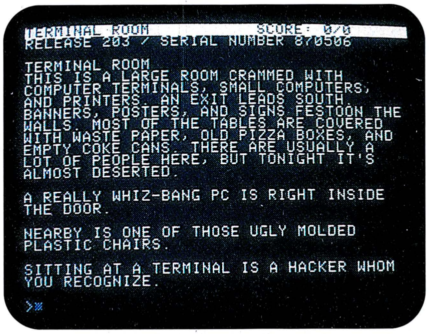
```
Aboard the sternwheeler S. S. Delta
Princess, New Orleans bound twelve hours
out of St. Louis, Sir Charles Foxworth,
well-known sleuth, along with his
manservant Regis, travels, first class
naturally, on a simple voyage of
discovery down the vast waters of the
Mississippi River.

        (press joystick button)
```

MURDER ON THE MISSISSIPPI

Grades: 6 - Adult

Accompany the world-famous investigator Sir Charles Foxworth and his faithful manservant Regis Phelps on the marvelously murderous riverboat adventure. Promenade on all four decks of the elaborate Delta Princess. Discover who or what lies behind the 29 doors. Meet 8 fascinating fellow travelers and listen to eight equally confusing alibis. There's a filthy rich widow, a gun-toting philanthropist, a sexy not-so-southern belle, the honorable captain and his hardworking crewman - just to name a few. Gather clues from conversations, from behind closed doors, or from just about anywhere on the ship. Then try to piece them all together to solve the mystery of the Murder on the Mississippi.
Requires: 64K.

NSP-2145-AP 5.25" disk only. **........ ~~$39.95~~.....$9.95**



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TERMINAL ROOM                  SCORE: 0/0
RELEASE 203 / SERIAL NUMBER 870506

TERMINAL ROOM
THIS IS A LARGE ROOM CRAMMED WITH
COMPUTER TERMINALS, SMALL COMPUTERS,
AND PRINTERS. AN EXIT LEADS SOUTH.
BANNERS, POSTERS, AND SIGNS FESTOON THE
WALLS. MOST OF THE TABLES ARE COVERED
WITH WASTE PAPER, OLD PIZZA BOXES, AND
EMPTY COKE CANS. THERE ARE USUALLY A
LOT OF PEOPLE HERE, BUT TONIGHT IT'S
ALMOST DESERTED.

A REALLY WHIZ-BANG PC IS RIGHT INSIDE
THE DOOR.

NEARBY IS ONE OF THOSE UGLY MOLDED
PLASTIC CHAIRS.

SITTING AT A TERMINAL IS A HACKER WHOM
YOU RECOGNIZE.

>
```

THE LURKING HORROR

Grades: 7 - Adult

Ever since you arrived at G.U.E. Tech, you've heard stories about the creepy old campus basements and storage rooms, some so ancient that they contain only rotting piles of unidentifiable junk. And you've vowed never to set foot in any of them. But tonight, with a blizzard howling around the monolithic building, something draws you inexorably downward. Suddenly, you're in a world that rivals your most hideous visions. Shapes emerge from dark corners. Eerie sounds draw closer. Slimy passageways lead to sights so horrifying that they will feed your nightmares for weeks. You'll face ingenious puzzles, unique characters, and chilling twists of plots as you explore the ghastly nether regions of the institute and confront the horror lurking below. Requires: 48K.

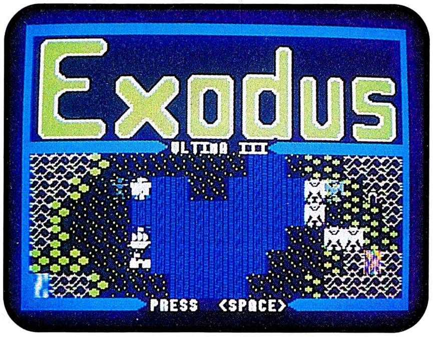
NSP-2150-AP 5.25" disk only. **....... ~~$39.95~~.....$9.95**

BY LORD BRITISH

ULTIMA I

For many years, the Lands of Britannia prospect and flourished under the benevolent rule of Lord British. Unbeknownst to the inhabitants of Britannia the evil wizard Mondain was slowly strengthening his magical powers and increasing his hordes of foul denizens - patiently awaiting the proper time to seize the lands. Through subtle exertions of his magical power, Mandain was able to stir dissent among the Lord of the Land and render them ineffective by fractional wars. Then, he did release his minions upon Britannia and crush the people beneath his evil will. And thus the first Era of the Dark Ages came upon the Lands of Britannia. Who among you will rise to challenge the evil Wizard? Who will brave the darkest depths of the earth and the farthest reaches of outer space? Who will track the foul Mondain to his hidden lair and put an end to the darkness he has cast upon Britannia? The Ultimate Quest awaits you! Requires: 64K

NSP-2187-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



ULTIMA III
EXODUS

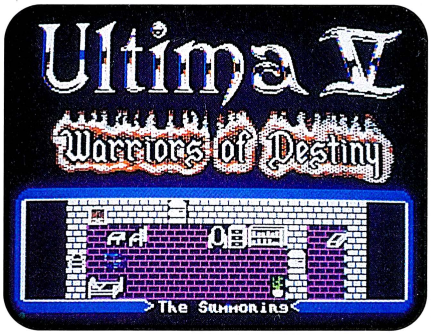
Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you, remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed. Somehow, you sense that your treachous foes have not been eliminated. Without further feats of skill, daring and perseverance, all of your past accomplishment may be lost. You stand up, prepare your armor, and walk to the dimension door. Stepping in, the hunt resumes. Requires: 64K

NSP-2188-AP 5.25" disk only. ...... ~~$39.95~~.....$19.95

ULTIMA IV
QUEST OF THE AVATAR

Prepare yourself for a grand adventure sixteen times larger than Ultima III. A game to challenge, not only your physical and mental skills, but the true fabric of your character. The evil triad of Mondain, Minax, and the hellspawn Exodus, have been vanquished and peace reigns throughout the land of Britannia. Evil yet abounds, but in isolated pockets and in the hearts of men. A new age awaits the coming of one who can conquer evil on all frontiers through the mastery of both magic and the use of force. Demons, dragons, and long-dead wizards still plague the countryside and must be destroyed. The seeker on the path of the Avatar will face hostile groups composed of mixed enemy types and will survive such encounters only by strategic use of weapons and terrain. Earthly victories over seemingly impossible odds bad to final conflict, where the ultimate challenge - the self - awaits. Requires: 64K.

NSP-2189-AP 5.25" disk only. ..... ~~$59.95~~.....$24.95



ULTIMA V
WARRIORS OF DESTINY

Enter the realm of Britannia: a world rich in history, adventure, and intrigue. Lord British, the benevolent ruler of Britannia, has been lost on an expedition to explore the vast reaches of a newly discovered underworld. Panic erupts in Britannia when the sole survivor of the expedition returns with dread tales of their fate. His fanatical devotion to order ultimately transforms him into a self-righteous tyrant. Now, Britannia's destiny depends on your ability to discover the fate of Lord British and to unseat the merciless Blackthorn.

Highlights:

*Watch your axes fly and your arrows soar, with detailed animated graphics

*Weave spells to conjure daemons, call forth rushing winds of flame, or become invisible to the enemy

*Employ more sophisticated combat strategies as your experience and the challenge increases

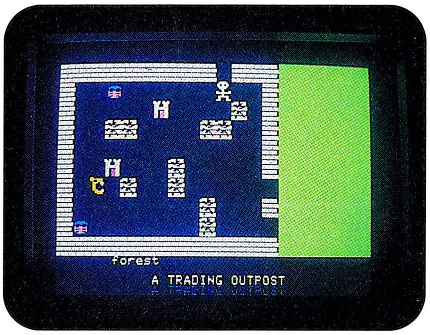
*Over twice the graphic detail, animation and sound effects of earlier games

*Over 30 multi-level villages, towns, castles and keeps to explore

*A vast new underworld, equal in size to Britannia and populated by a host of shadowy creatures never known before.

Requires: 64K Apple II, IIGS or 128K IIe required for Phasor, Mockingboard, MIDI support

NSP-2019-AP 5.25" disk only. ..... ~~$59.95~~.....$29.95

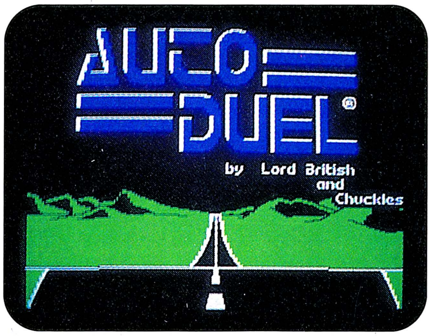


AGE OF ADVENTURE

Grades: 6 & Up

In this adventure game you may choose to enter the world of Ali Baba and the Arabian knights or the world of Greek Mythology. In the Return of Heracles you'll do battle with any of the 250 different monsters from Greek mythology, like the half man, half bull Minotaur and the multi headed Hydra. Explore 61 different rooms and places like Mt. Olympus and Troy. There are 19 different heros to take through the adventure or create your own. You may choose any number of heros at one time up to 19. Each character has special quality which are strength, dexterity, vigor weaponry and speed. Ali Baba and Forty Thieves is the 2nd part of this game. In this quest you'll venture through 62 different rooms filled with monsters, messages, magic traps, clues and special effects. Use the Monster Rebirth Option to determine how quickly any of the 110 different monsters will regenerate. Choose form 17 different characters form 4 different races - Human, Elf, Dwarf and Halfing or create your own. Each character has their own special quality of strength, vigor, weapons and speed. Add a character anytime through game play or play them all at once. Requires: 64K Joystick optional

NSP-2141-AP 5.25" disk only. .... ~~$14.95~~.....$9.95



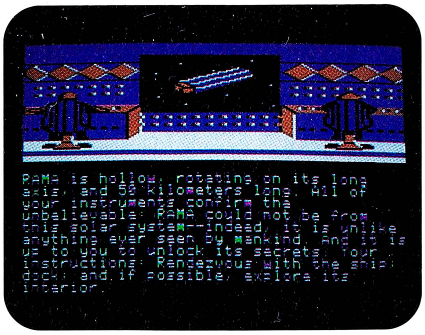
AUTODUEL

Grades: 7 - 12

Enter the world of tomorrow, a world of futuristic freeways where the right of way goes to the biggest gun.. Somewhere within the 16 cities and outlaw infested highways of AutoDuel are the clues you will need to complete the ultimate mission. The AADA (American AutoDuel Association) will offer you courier missions for prestige, and for money. The FBI and the Underworld will vie for favors, but watch out! You'll quickly realize you need a clone to survive. The final gauntlet will test your AutoDuelist skills.

Requires: 64K, joystick required.

NSP-2192-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



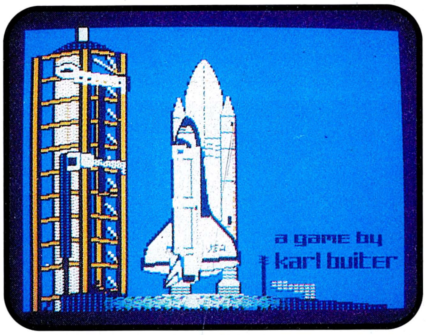
RAMA is hollow, rotating on its long axis, and 50 kilometers long. All of your instruments confirm the unbelievable: RAMA could not be from this solar system--indeed, it is unlike anything ever seen by mankind. And it is up to you to unlock its secrets. Your instructions: Rendezvous with the ship; dock; and if possible, explore its interior.

RENDEZVOUS WITH RAMA

Grades: 7 - Adult

It's the year 2130 and all the large asteroids have been discovered. So, its a surprise when a new asteroid appears. It is assigned the next name Rama, but as Rama approaches the earth there are more and more questions to answer. Slowly, it's proven that Rama is actually a spaceship. Your quest is to rendezvous and gain more information for mankind. Requires 64K.

NSP-2134-AP 5.25" disk only. .... **$9.95.....$5.00**



EARTH ORBIT STATION

Grades: 7 - Adult

It's the next 50 years of space development with you in charge. Raising the money, constructing the space stations, exploring the planets and paying off the bank. EOS is a game of skill and strategy that combines 39 different modules into an infinite variety of stations. Contains 7 different game scenarios with each scenarios lasting from 2 - 40 hours. Take on the computer or up to three more human players. EOS library includes facts and details about every planet and moon in the solar system! Requires: 64K & blank disk. Color monitor recommended.

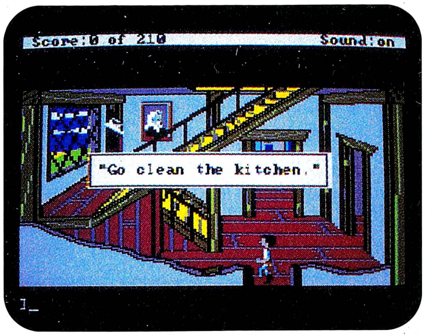
NSP-2174-AP 5.25" disk only. .... **~~$19.95~~.....$9.95**

AMAZON

Grades: 7 - 12

Amazon provides many hours of exciting and intense game play. The elegant game design includes text that is challenging and witty. With multiple disk you have a choice of 3 skill levels. This program contains state-of-the-art graphics and overlays as well as a range of special effects. In this adventure game you are a top secret agent sent to clear up trouble in the Amazon Jungle. Requires 64K.

NSP-2136-AP 5.25" disk only. ...... **~~$49.95~~.....$19.95**



Score:0 of 210 Sound:on

"Go clean the kitchen."

]_

KING'S QUEST III TO HEIR IS HUMAN

Grades: 6 - Adult

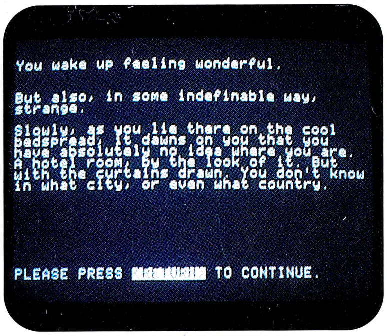
Rumors has it that the evil wizard Manannas kidnapps a young boy from his loving parents every 17 years. He trains the boy to be his slave and to do his bidding, however upon his 18th birthday the wizard zaps him out of existence. You have stepped into the tattered shoes of Gwydion the young slave serving Manannan. Use your wit to learn his magic spells to free yourself. But be careful, for if he catches you, he surely kill you. The self mapping system helps you keep track of where you've been. King's Quest III is a graphic extravaganza with plenty of color. Animation and quick screen changes.

Apple Requires: 128K

NSP-2127-AP 5.25" disk only. ..... **~~$49.95~~.....$19.95**

Apple II GS Requires: 512K

NSP-2127-GS .... **~~$49.95~~.....$24.95**



You wake up feeling wonderful.

But also, in some indefinable way, strange.

Slowly, as you lie there on the cool bedspread, it dawns on you that you have absolutely no idea where you are. A hotel room, by the look of it. But with the curtains drawn. You don't know in what city, or even what country.

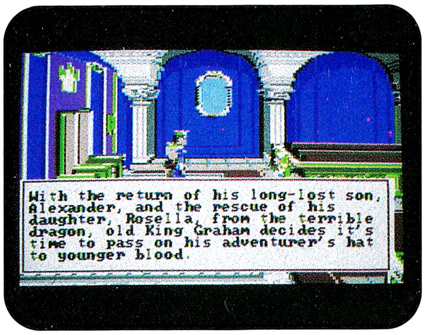
PLEASE PRESS [illegible] TO CONTINUE.

AMNESIA

Grades: Adult

The nightmare begins in a hotel room in midtown Manhattan. As you take stock of the situation you realize that you have no clothes, and no money, and worse still, your memory seems to have been replaced with an unyielding fog. But this much you do know, Manhattan is a jungle even under the best circumstances. Putting it simply, if you don't discover who you are and what you're doing, you'll surely come to an early demise. Your destiny is in your hands. Suppose you find yourself in Times Square at midnight and your approached by a gun-toting mugger. You can try to reason with him or fight or run. But where can you run to? And where will you find food, money or shelter? Gather your wits. You may find puzzling clues to your identity among the byways, landmarks, and characters of New York City. Contains a 1500 word vocabulary, internal clock, 4000 sperate locations in Manhattan an address book, a map of Manhattan and a tourist guide. Contains mature adult themes. Requires: 64K.

NSP-2170-AP 5.25" disk only. .... **~~$14.95~~.....$9.95**



With the return of his long-lost son, Alexander, and the rescue of his daughter, Rosella, from the terrible dragon, old King Graham decides it's time to pass on his adventurer's hat to younger blood.

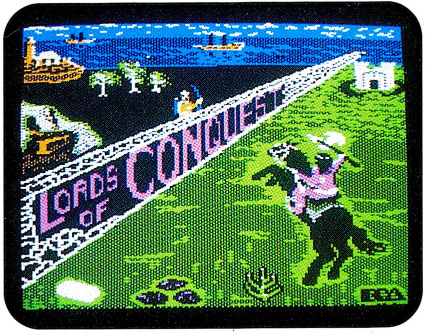
KINGS QUEST IV THE PERILS OF ROSELLA

Grades: 6 - Adult

Kings Quest IV begins with a full length 10 minutes cartoon introduction to the game. You will be ask to solve several mini-quests before you can complete the final quest. Be prepared for a spectacular adventure with a unique combination of lifelike animated personalities, beautiful landscapes and soul stirring music. Embark upon a perilous journey into an evolving universe where landscapes constantly change form day to night. Many successful quest must be completed to save the royal family form a tragic destiny. With a surprise introduction and an equally unexpected conclusion, plots twist as you strive to discover the mysteries of a strange land, overcome hostile inhabitants, and reveal the secrets hidden therein. Roam the grounds at night and discover areas which remain hidden during daylight hours. Travel swiftly, as time is of the essence, and each moment brings the royal family closer to ruin.

Requires: 128K. Joystick optional.

NSP-2142-AP 5.25" disk only. ...... **~~$49.95~~.....$19.95**



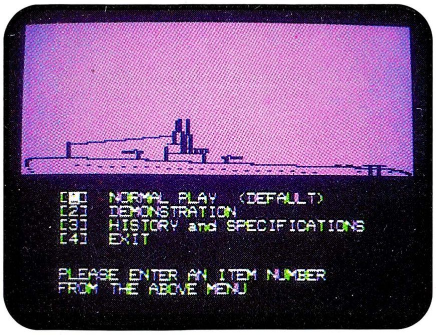
LORDS OF CONQUEST

Grades: 7 - Adult

Your goal is to conquer the world by capturing individual countries. Make treaties, trade resources, arrange alliances agonist the strong, or gang up on the weak. But no alliance last forever, so watch your back. Drop your guard and you'll end up on a small obscure island-watching your "allies" divvy up your empire. Choose your home countries and display your forces with care. When the time is right, launch an attack on your opponents countries. Take his gold and his dignity but watch out for his revenge. Attack and defend with 3 kinds of forces: infantry, cavalry, and ships for attack across water. Attack countries containing gold, timber, coal, iron or herds then use your new wealth to purchase additional forces. Contains 4 levels of difficulty. Requires 64K.

NSP-2173-AP 5.25" disk only. .... **~~$14.95~~.....$9.95**

Authentic War Games



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[1]  NORMAL PLAY  (DEFAULT)
[2]  DEMONSTRATION
[3]  HISTORY and SPECIFICATIONS
[4]  EXIT

PLEASE ENTER AN ITEM NUMBER
FROM THE ABOVE MENU
```
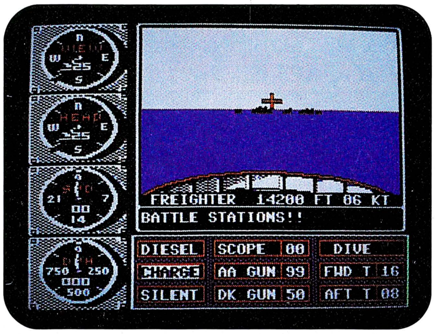

GATO

Grades: 7 - Adult

Gato puts you in the control room of a World War II combat submarine simulated with HI-res graphics quality and a variety of realistic operations and strategies that will provide many hours of challenging entertainment pleasure. The positions, courses, and maneuvers of the sub and all ships are continuously calculated and displayed in real-time simulation as they pursue their strategic and tactical objectives in the patrol area. Three-dimensional object perspective in the conning tower and periscope screens, and offensive/evasive ship movement make every battle challenging. Your mission score is automatically entered in the Captain's log and can be saved for future games. It all goes into your efficiency rating in your record at COMSUBPAC - Commander Submarine Force Pacific Fleet - if you return from your mission... Requires: 128K. Joystick Optional.

NSP-2183-AP 5.25" disk only. ...... ~~$49.95~~.....$29.95



SUB BATTLE

Grades: 7 - Adult

Sub Battle is not just a war game but one of the best combat simulations on the market today. Each vessel is completely unique and painstakingly authentic. As Commanding Officer, you'll direct one of six U.S. Navy subs or German Kriegsmarine U - Boats, during any year from 1939 to 1945 in either ocean. You'll be ordered to perform one of 60 different missions, each one based on actual historical scenarios, ranging from seek and destroy to rendezvous and lifeguarding. There have been many combat simulations. Even a few involving submarines. But you have not had the degree of authenticity, number of variables, scope or gut-wrenching action of this one. You'll engage on the hardest mission of all. To last through the entire war.

Apple Requires 64K

NSP-2063-AP 5.25" disk only. ...... ~~$39.95~~.....$19.95

Macintosh

FYP-14808-MAC. .... ~~$39.95~~.....$19.95

SHILOH

Grades: 7 - Adult

Designed to challenge all Civil War Fans regardless of wargaming experience. Until april 6, 1862, General Grant's ascendancy in the Union Army had been relatively uneventful. The few battles he directed had been won without much test of his mettle. But on the dawn of that fateful Sunday, he found the 45,000 men under his command pressed against the Tennessee Rive at Pittsburgh Landing, caught in a surprise attack by Confederate, General Johnston and his Army of the Mississippi. Requires: 64K.

NSP-2203-AP 5.25" disk only. ..... ~~$34.95~~.....$19.95

DESTROYER

Grades: 4 - up

You're the Captain of the Destroyer, somewhere in the Pacific, somewhere in World War II. On deck are 9 battle outposts at your command. Man one of them or take control of all. Torpedoes and anticraft guns and depth charges stand at ready. As do the Destroyer's radar, navigation and sonar capabilities. So what will it be, a seek and destroy, a convoy escort or a round of shelling the decision is yours. Requires 128K

NSP-2125-AP 5.25" disk only .... ~~$19.95~~.....$9.95

PANZER STRIKE

Grades: 7 - Adult

Panzer Strike boasts the highest resolution of any of the World War II titles. The action is so detailed, you'll feel like you're caught in the middle of the German army in all its major campaigns. The flexibility of this program qualifies it as a construction set as well as a game. Includes 3 theaters: the Eastern Front, the Western Front, and the North African Campaign. Requires 64K.

NSP-2056-AP 5.25" disk only. .... ~~$39.95~~.....$9.95

BATTLES IN NORMANDY

Grades: 10 - Up

This exciting and fast paced war game give you the opportunity to relive the momentous battles that established the Normandy bridgehead. Contains a detailed map to the Normandy Peninsula and eight different scenarios. Requires 64K.

NSP-2037-AP 5.25" disk only. ..... ~~$39.95~~.....$19.95

GETTYSBURG:
THE TURNING POINT

Grades: 9 - Adult

This simulation is the most detailed and realistic computer simulation of this decisive battle ever made. Using a refined version of the critically acclaimed system first seen in *Battle of Antietam, Gettysburg: The Turning Point* recreates the three day battle in 42 turns. The way the real battle fed upon itself and grew from a skirmish into a full-blown war is accurately portrayed. This is an exciting game of a meeting engagement, where few units confront one another, then more and more troops are thrown in on both sides until two full armies are embroiled in deadly conflict. For one or two players. Requires 64K.

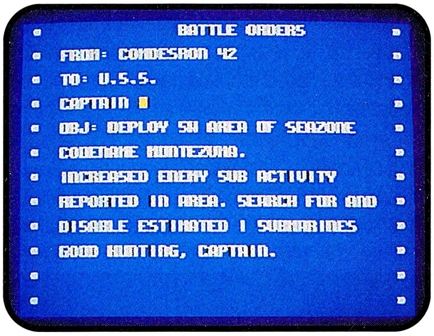
NSP-2133-AP 5.25" disk only. .... ~~$59.95~~.....$44.95

DIVE BOMBER

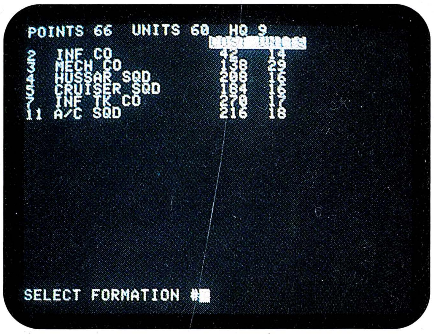
Grades: 7 - Adult

An adventure game and a flight simulator all in one package. Your mission is to sink the Bismark, but before you complete your mission you must decide to rescue your aircraft carrier or continue on. Using your navigational map, you locate your enemy and make your own flight plan. Experience enemy gun-fire in simulated take-offs and landing. Requires 64K, joystick.

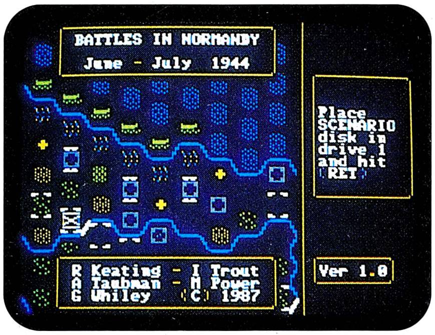
NSP-2077-AP 5.25" disk only. .... ~~$19.95~~.....$9.95

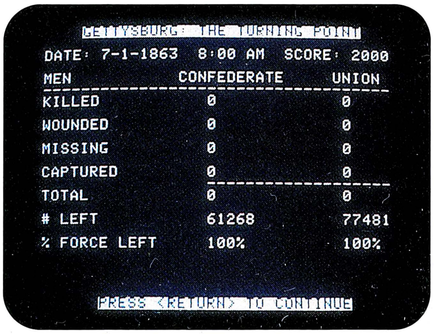


```
BATTLE ORDERS
FROM: COMDESRON 42
TO: U.S.S.
CAPTAIN ▮
OBJ: DEPLOY SW AREA OF SEAZONE
CODENAME MONTEZUMA.
INCREASED ENEMY SUB ACTIVITY
REPORTED IN AREA. SEARCH FOR AND
DISABLE ESTIMATED 1 SUBMARINES
GOOD HUNTING, CAPTAIN.
```

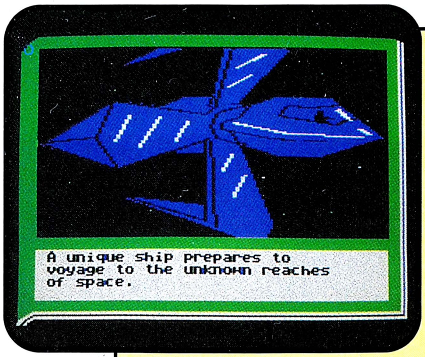


```
POINTS 66  UNITS 60  HQ 9
                          COST UNITS
2  INF CO                  42   14
3  MECH CO                138   29
4  HUSSAR SQD             208   16
5  CRUISER SQD            184   16
7  INF TK CO              270   17
11 A/C SQD                216   18

SELECT FORMATION #▮
```





```
GETTYSBURG: THE TURNING POINT
DATE: 7-1-1863   8:00 AM   SCORE: 2000
MEN            CONFEDERATE      UNION
KILLED             0              0
WOUNDED            0              0
MISSING            0              0
CAPTURED           0              0
TOTAL              0              0
# LEFT           61268          77481
% FORCE LEFT      100%           100%

PRESS <RETURN> TO CONTINUE
```



A unique ship prepares to voyage to the unknown reaches of space.

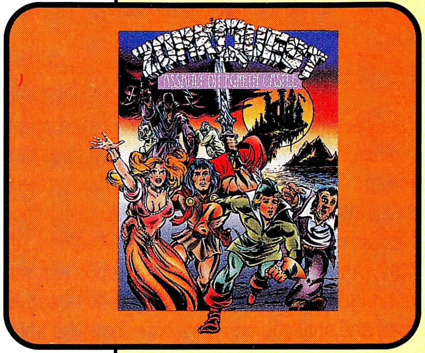
GAMMA FORCE

"A PIT OF A THOUSAND SCREAMS"

Grades: 7 - Adult

Gamma Force is a computerized comic book that lets you switch viewpoints, leave a character behind and follow another, and pictures that move. This exciting series features a waterbeast of indomitable strength, a human gifted with flight and future visions and an elfin princess of unearthly power. In this comic see the origins of the trio as they team up to free their planet from an evil overlord. Requires: 128K.

NSP-2148-AP 5.25" disk only. .... ~~$12.95~~.....$5.00

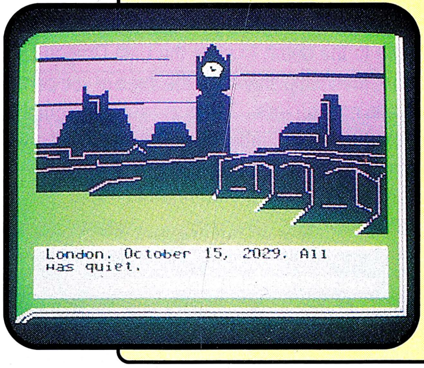


ZORK QUEST

Grades: 7 - Adult

The 3rd program in the computerized comic series. You'll enter the fabulous world of Zork! A magic amulet leads a small caravan of travelers to mysterious Egrith Castle, the moldering lair of trolls, hobgoblin, night gaunts, and diabolical wizards. Requires: 128K

NSP-2171-AP 5.25" disk only. .... ~~$12.95~~.....$5.00



London. October 15, 2029. All was quiet.

LANE MASTODON

Grades: 7 - Adult

Another computerized comic book that gives a new set of heroes and a new adventure. In this comic accountant Lane Mastodon turns superhero and saves humanity from the Blubberman of Jupiter in this cornball spoof of 1930's space operas. Requires: 128K.

NSP-2149-AP 5.25" disk only. .... ~~$12.95~~.....$5.00

ZORK I

Grades: 9 - 12

Welcome to Zork! You are about to experience a classic interactive fantasy, set in the ruins of an ancient empire lying far underground. You are a dauntless treasure hunter, are venturing into this dangerous land in search of wealth and adventure. Because each part of the Zork Saga is an independent story you can play them independently and in any order. You will undoubtly locate the treasure from the Great Underground Empire and deposit them in your trophy room. You'd better equip yourself with a source of light (for the caverns) and weapons (for the unfriendly inhabitants) Zork I includes hints right on the disk. Requires: 128K.

NSP-2147-AP 5.25" disk only. .... ~~$39.95~~.....$14.95

BEYOND ZORK

Grades: 9 - Adult

Now, a new Zorkian universe that's bigger and better than ever. Beyond Zork blends the puzzles and fine prose with the combat and character building of role playing games. In this interactive story you'll become a hardy adventurer, ready to confront the most fearsome foe. Your search will lead you underground, where unspeakable monsters guard the world's most fabulous treasure - the fabled Coconut of Quendor. Requires: 128K.

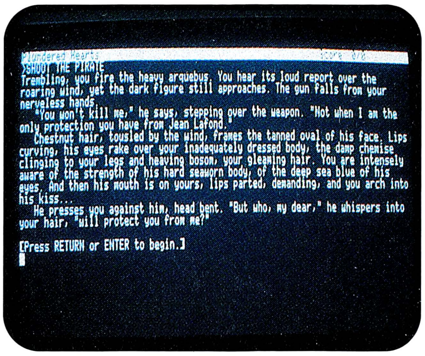
NSP-2204-AP 5.25" disk only. .... ~~$39.95~~.....$19.95

ZORK TRILOGY

Grades: 9 - Adult

What could be better! Zork I, II, and III in their entirety in one value pack. Which makes your foray into the mysterious realm of Zork economical as well as exciting. The Zork Trilogy is a classic that belongs in every computer library. No true adventurer should be without it! Requires: 48K.

NSP-2205-AP 5.25" disk only. .... ~~$69.95~~.....$39.95



```
Plundered Hearts
>SHOOT THE PIRATE
Trembling, you fire the heavy arquebus. You hear its loud report over the
roaring wind, yet the dark figure still approaches. The gun falls from your
nerveless hands.
   "You won't kill me," he says, stepping over the weapon. "Not when I am the
only protection you have from Jean Lafond."
   Chestnut hair, tousled by the wind, frames the tanned oval of his face. Lips
curving, his eyes rake over your inadequately dressed body, the damp chemise
clinging to your legs and heaving bosom, your gleaming hair. You are intensely
aware of the strength of his hard seaworn body, of the deep sea blue of his
eyes. And then his mouth is on yours, lips parted, demanding, and you arch into
his kiss...
   He presses you against him, head bent. "But who, my dear," he whispers into
your hair, "will protect you from me?"

[Press RETURN or ENTER to begin.]
```

PLUNDERED HEARTS

Grades: 9 - Adult

Plundered Hearts brings your wildest fantasies to life. You'll thrill to spine-tingling peril, heart-pounding romance, and challenging predicaments. Like waking up inside a story, it takes you to the center of a world with unique characters and surprising puzzles. Requires 48K.

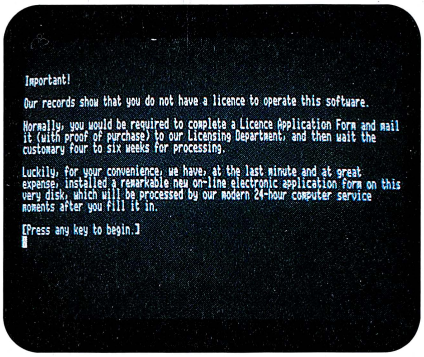
NSP-2086-AP 5.25" disk only. .... ~~$49.95~~.....$5.00

TRINITY

Grades: 9 - Adult

The most challenging of interactive fiction available. It's the last day of your London vacation and its also the first day of World War II. Only seconds remain before an H-bomb vaporizes the city and you with it. Criss-cross time and space back to the dawn of the atomic age and put the course of history in your hands. Requires 128K.

NSP-2112-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



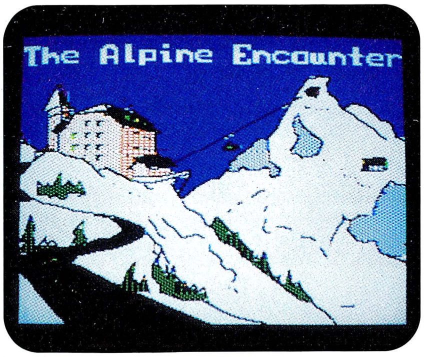
```
Important!

Our records show that you do not have a licence to operate this software.

Normally, you would be required to complete a Licence Application Form and mail
it (with proof of purchase) to our Licensing Department, and then wait the
customary four to six weeks for processing.

Luckily, for your convenience, we have, at the last minute and at great
expense, installed a remarkable new on-line electronic application form on this
very disk, which will be processed by our modern 24-hour computer service
moments after you fill it in.

[Press any key to begin.]
```

BUREAUCRACY

Grades: 9 - Adult

You've just landed a great new job and moved to a new house in a nice little town. You're even being sent to Paris this very afternoon for a combination training seminar and vacation. What could possibly go wrong? The answer, of course, is everything. When the bank refuses to acknowledge your change - of - address form, you'll find yourself entangled in a hilarious misadventure. Everyone, at one time or another, feels bound up in an endless swathe of red tape. In *Bureaucracy*, the goal of the story is to get your bank to acknowledge your change of address form. Sounds easy? While trying to complete this seemingly simple task, you become entailed in a series of bureaucratic mishaps that take you from the feeding trough of a greedy llama to the lofty branches of a tree deep in the zalagasan jungle. Over 40 possible solutions, completely interactive. Requires: 128K.

NSP-2144-AP 5.25" disk only. .... ~~$39.95~~.....$9.95

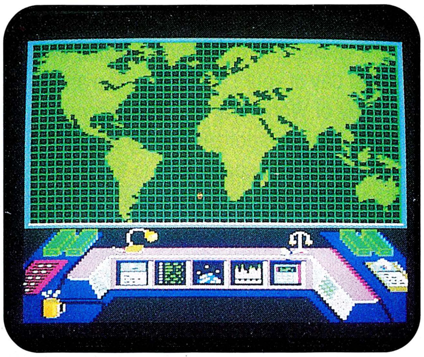


THE ALPINE ENCOUNTER

Grades: 4 - Up

You are international undercover agent and you have only 12 hours to solve the disappearance of the blueprints of the first invincible missile. All the clues you need are at the luxurious Alpenhorf Ski Resort. You must check into the hotel discover the conspiracy by interviewing an intriguing cast of characters. Requires 64K.

NSP-2033-AP 5.25" disk only. ...... ~~$29.95~~.....$14.95



GLOBAL COMMANDER

Grades: 7 - Adult

The year is 2032 and you've been appointed Global Commander of all the earth. You're in control of economics, resources, food supplies, and communication around the world. You're also in charge of a ticking doomsday. All 16 of the world's power are nuclear armed and aggressive. It's up to you to cool tempers, soothe belligerents and head off war. This can mean taking sides which won't win you any friends. If all else fails, you control the ultimate shield. You negotiate the peace between hostile nations, arrange the distribution of assets, and keep tabs on clandestine activities via your "Star Way" spy satellites. *Global Commander* is completely interactive with multi-screens. A full-color world map and poster of flags are included. Requires 128K.

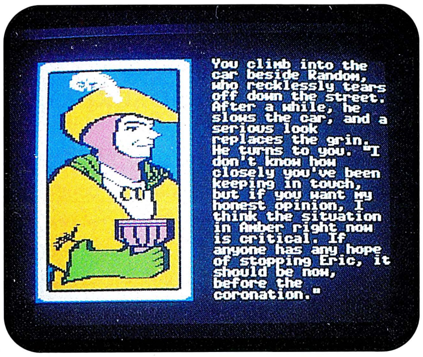
NSP-2068-AP 5.25" disk only. .... ~~$29.95~~.....$9.95

HOLLYWOOD HIJINX

Grades: 7 - Adult

Your uncle Buddy and Aunt Hildegarde have passed away, but their memory lives on in their Malibu mansion filled with Hollywood memorabilia, and you inherit all. But, you must find your treasure hidden throughout the sprawling beachfront estate. If you can't find the treasure in one night you lose everything. Requires 48K.

NSP-2097-AP 5.25" disk only. ...... ~~$39.95~~.....$14.95



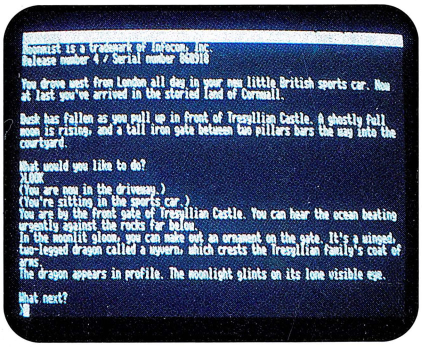
```
You climb into the
car beside Random,
who recklessly tears
off down the street.
After a while, he
slows the car, and a
serious look
replaces the grin.
He turns to you. "I
don't know how
closely you've been
keeping in touch,
but if you want my
honest opinion, I
think the situation
in Amber right now
is critical. If
anyone has any hope
of stopping Eric, it
should be now,
before the
coronation."
```

NINE PRINCES IN AMBER

Grades: 7 - Adult

You're stuck in a private hospital with enought drugs to keep you out cold for the rest of your life. Well, almost enough drugs. At the moment you're awake, and none too soon. A burly attendant is about to give you your next shot. That is, until you jump him and start your escape. But where are you going? And who put you in this hopital. And then it hits you. You've forgotten everything. You suddenly remember you are the prince of Amber, fighting for the throne against your eight brothers and four sisters - all of them are treacherous. A game of negotiation, politics, and alliances, its detailed play is almost entirely determined by your interaction with your numerous siblings and friends. There are forty possible final endings and over 40,000 different game variations. As in real life, there are many strategies for success - and each action has consequences. Complete full-color graphics and original music. Requires 64K.

NSP-2081-AP 5.25" disk only. .... ~~$14.95~~.....$5.00



```
Moonmist is a trademark of Infocom, Inc.
Release number 4 / Serial number 860918

You drove west from London all day in your new little British sports car. Now
at last you've arrived in the storied land of Cornwall.

Dusk has fallen as you pull up in front of Tresyllian Castle. A ghostly full
moon is rising, and a tall iron gate between two pillars bars the way into the
courtyard.

What would you like to do?
>LOOK
(You are now in the driveway.)
(You're sitting in the sports car.)
You are by the front gate of Tresyllian Castle. You can hear the ocean beating
urgently against the rocks far below.
In the moonlit gloom, you can make out an ornament on the gate. It's a winged,
two-legged dragon called a wyvern, which crests the Tresyllian family's coat of
arms.
The dragon appears in profile. The moonlight glints on its lone visible eye.

What next?
>
```

MOONMIST

Grades: 7 - Adult

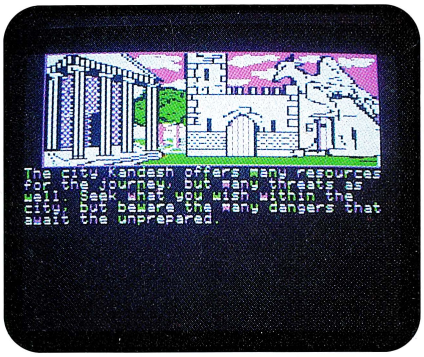
For the first time, you're more than a passive reader. You can talk to the story typing in full English sentence and the story talks right back. What's more you can shape the course of events through your choice of actions. The story involves a pale phantom with flaxen hair and flowing gown. This "White Lady" threatens the life of your friend. Requires 48K.

NSP-2095-AP 5.25" disk only. .... ~~$44.95~~.....$9.95

NORD AND BERT

Each of the eight stories in this program involve a different type of wordplay. You'll find yourself challenging your wits and memory to come up with the cliches, spoonerism, and other verbal trickeries needed to complete the puzzles. Nord and Bert contain built-in hints to help you get through the rough spots. Requires 128K.

NSP-2054-AP 5.25" disk only. ...... ~~$39.95~~.....$24.95



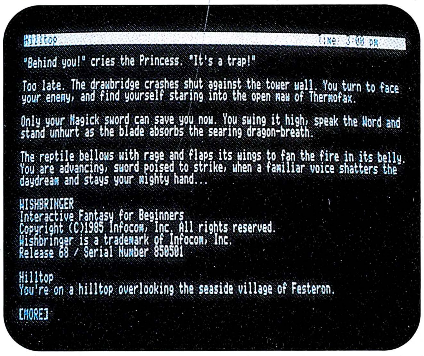
```
The city Kandesh offers many resources
for the journey, but many threats as
well. Seek what you wish within the
city, but beware the many dangers that
await the unprepared.
```

DRAGONWORLD

Grades: 7 - Adult

You are Amsel of Fandora, scientist, researcher, and something of a visionary. Until now, you have led your life as a hermit. But a lot has happened, and your life has changed. You can no longer afford to seek the peace and solitude you once enjoyed. But, you are not alone. You have your friend Hawkwind , who knows the terrain of Simbala. For he is the leader of that country. And in light of what has just happened, you'll need his guidance. The Last Dragon has been kidnapped and only you can save him. You'll be able to travel through three vast and varied geographical regions. But then again, you and Hawkwind would struggle to the death to save the Last Dragon. The bonds of friendship shared by the three of you permits you to do nothing less. The high resolution graphics and exciting sound effects will make you believe *Dragonworld* is more reality than fantasy. Requires 64K.

NSP-2067-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



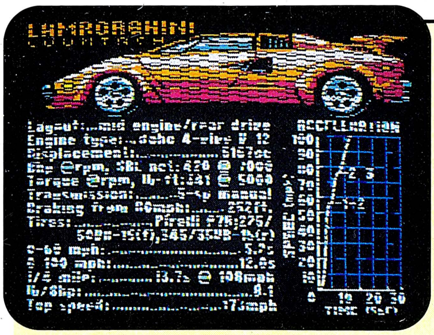
```
Hilltop                                                  Time: 3:00 pm
"Behind you!" cries the Princess. "It's a trap!"

Too late. The drawbridge crashes shut against the tower wall. You turn to face
your enemy, and find yourself staring into the open maw of Thermofax.

Only your Magick sword can save you now. You swing it high, speak the Word and
stand unhurt as the blade absorbs the searing dragon-breath.

The reptile bellows with rage and flaps its wings to fan the fire in its belly.
You are advancing, sword poised to strike, when a familiar voice shatters the
daydream and stays your mighty hand...

WISHBRINGER
Interactive Fantasy for Beginners
Copyright (C)1985 Infocom, Inc. All rights reserved.
Wishbringer is a trademark of Infocom, Inc.
Release 68 / Serial Number 850501

Hilltop
You're on a hilltop overlooking the seaside village of Festeron.

[MORE]
```

WISHBRINGER

Ages: 9 - Up

Wishbringer is an introductory level program written to present interactive fiction to the novice. Find out what it's like to get inside a story! It's an ordinary day in your ordinary little town, and you've been performing your ordinary mail clerk's duties in an altogether ordinary way. But there's something quite extraordinary in today's mail. It's a ransom note for a kidnapped cat, and it will lead you through unbelievably harrowing adventures to *Wishbringer*, a stone possessing undreamt-of powers. For though the note in question is addressed to someone in your ordinary little town, it's postmarked for Special Delivery to Parts Unknown. And its true destination is somewhere beyond your wildest dreams.

NSP-2003-AP 5.25" disk only .... ~~$49.95~~.....$14.95

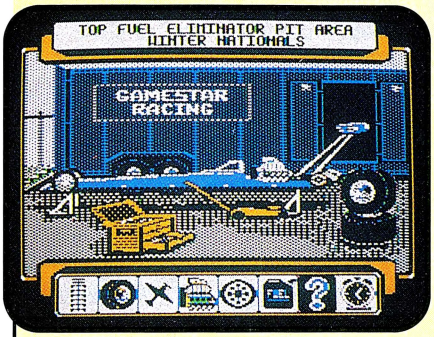


TEST DRIVE

Grades: All ages

Test drive puts you behind the wheel of five exceptional cars the Ferrari, Lotus, Porsche, Lamborghini, and the Corvette. The authentic graphics, sterling sound and life-like animation allow you to sense the awesome characteristics of each machine. *Test Drive* is so realistic you'll swear the G-force has pinned you to your seat. Requires 128K, joystick required.

NSP-2083-AP 5.25" disk only. ..... ~~$39.95~~.....$19.95

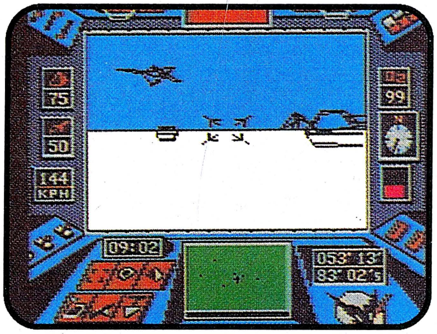


TOP FUEL

Grades: 4 & Up

It's down to the final run of the season. You're up against last year's champ, and you two are rated #1 and #2 in the season's point total. This one will decide who will come out on top. Work your way through the 9-event season, you face eight of the top drivers in the world as you try to win the season championship. You decide how to set-up your dragster - engine, clutch, tire and wing. The lifelike graphics give you a cockpit perspective along with an overhead view. And after each race a performance analysis shows what you did right or wrong. All the sights, sounds and gut-wrenching exhilaration of big time drag racing are yours with Top Fuel Eliminator. If you're up to it. Requires: 128K.

NSP-2146-AP 5.25" disk only. ...... ~~$34.95~~.....$14.95

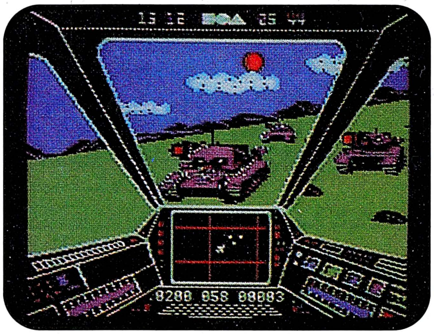


ARCTIC FOX

Grades: 3 & Up

It's up to you. Alien invaders have landed in Antarctica and are plotting the extinction of the human race. You alone must infiltrate the frigid enemy territory and rid the world of this awesome nemesis. Your machine is the most advanced terrain vehicle of its kind, specially designed for polar combat. A tank so powerful that even heavily armored aliens look like dead meat in her gunfights. You get it all. A realistic 3-D model of the frozen Antarctic wasteland, including mountains, ridges, crevices, even mind-numbing lizards. An accurate simulation of tank movement and combat strategy. Intelligent aliens forces complete with scout patrol, fighters and well defended fortresses. They'll stop at nothing in their attempt to put you in the deep freeze unless you get them first. Requires: 64K. Optional: Joystick and Color Monitor.

NSP-2152-AP 5.25" disk only. .... ~~$24.95~~.....$9.95



SKYFOX

Grades: 4 & Up

The enemy has attacked this federation asteroid base without warning. And you are the only sky pilot that can save the federation. The skyfox is ready but you're not sure what she can do. Now is the time to put SkyFox to the test. With 15 different scenarios from training mission to Massive invasion and five different level from cadet to ace of the base you'll have hours of fun and excitement. This simulation provide realistic graphics that make you feel as if you're fighting for your life.

Requires: 64K, Joystick. Optional: Mockingboard.

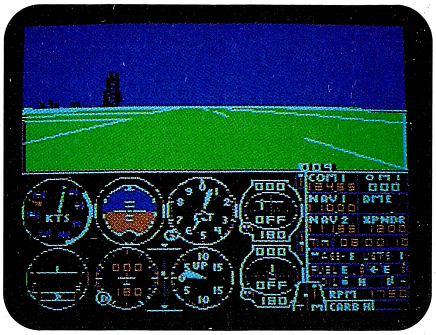
NSP-2153-AP 5.25" disk only. .... ~~$24.95~~.....$9.95

PEGASUS

Grades: 9 - Adult

This simulation is like no other because you are driving a hydrofoil missilecraft instead of a car or plane. Eight different missions and 3-D, color graphics give this program a realistic view of today's danger zone. Requires 64K.

NSP-2071-AP 5.25" disk only. .... ~~$14.95~~.....$5.00

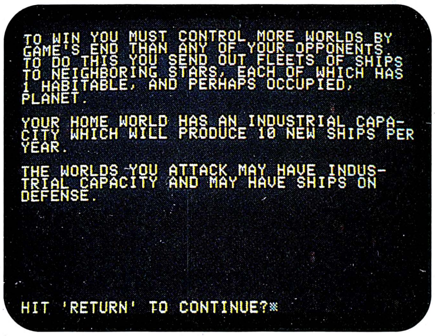


FLIGHT SIMULATOR II

Grades: 9 - Adult

Put yourself in the pilot's seat of a Piper 181 Cherokee Archer and head for the skies. Flight Simulator II features over 80 airports in 4 scenery areas; flying conditions such as day, dusk, night; variable weather conditions and full flight instrumentation. And when you think you're ready test your skills as a World War I flying Ace. Requires 48K, joystick optional.

NSP-2070-AP 5.25" disk only. ..... ~~$49.95~~.....$24.95



```
TO WIN YOU MUST CONTROL MORE WORLDS BY
GAME'S END THAN ANY OF YOUR OPPONENTS.
TO DO THIS YOU SEND OUT FLEETS OF SHIPS
TO NEIGHBORING STARS, EACH OF WHICH HAS
1 HABITABLE, AND PERHAPS OCCUPIED,
PLANET.

YOUR HOME WORLD HAS AN INDUSTRIAL CAPA-
CITY WHICH WILL PRODUCE 10 NEW SHIPS PER
YEAR.

THE WORLDS YOU ATTACK MAY HAVE INDUS-
TRIAL CAPACITY AND MAY HAVE SHIPS ON
DEFENSE.



HIT 'RETURN' TO CONTINUE?
```

STRATEGY SIMULATION

Grades: 9 - Adult

Assume the command of the Starship Enterprise, pilot the spacecraft and cruise the galaxies in Space Trek. In Galactic Empire plot your strategy to take over the world. In Starway Trader establish shipping lanes, buy existing companies and try to control the Universe. You are the last space Rebel of your fleet it is up to you to destroy the Deathstar. Requires 128K.

NSP-2140-AP 5.25" disk only. .... ~~$9.95~~.....$5.00

STRIKE FLEET

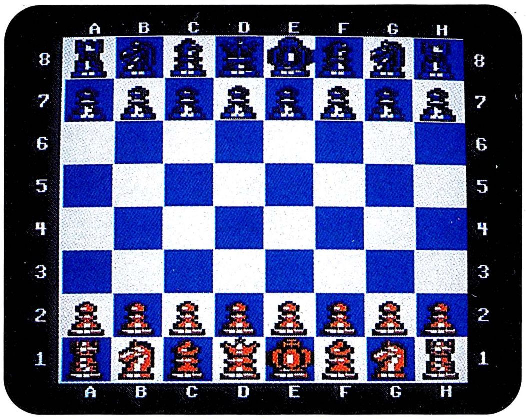
Grades: 9 - Adult

Command your fleet from the Combat Information Center or take control from the bridge of another vessel. You can choose from 10 individual missions or fight a gut wrenching campaign spanning 4 separate conflicts. Today's hot spots - the Persian Gulf, the Falklands and the North Atlantic are just some trouble locations you'll travel to. Includes modern weapon systems such as Phalanx auto cannon, Harpoon, Exocet and Tomahawk cruise missiles. Only quick thinking and decisive action can make the difference between decoration and court - martial. Requires: 64K.

NSP-2184-AP 5.25" disk only. .... ~~$24.95~~.....$9.95

BATTLE CHESS

Grades: 7 - Adult



The most challenging game on earth comes to life in Battle Chess. An entire medieval world at war is reflected on the checkered field. Everyone who's ever had a knight take a pawn has seen that capture as more than one piece replacing another on the board. In player's minds, the bold knight, resplendent in his armor of silver or ebon, sallies forth and slays that foul foot soldier. Combat, mortal combat, is the heart and soul of chess, but this aspect of it can only live in the minds' eye til now. Lots of computer chess games capture the basics of chess. Only Battle Chess combines a magnificent chess logic system with colorful and dramatic three dimensional animations. Requires: 512K & blank disk.

NSP-2163-GS IIGS. .... ~~$49.95~~.....**$29.95**

SARGON III

Grades: 9 - Adult

Choose from 9 different levels of play from beginner to master using the fundamentals of the U.S. Chess Foundation. Includes an opening library of over 68,000 chess moves. Sargon III allows you to select Easy Mode to handicap Sargon's play within levels. You can also set your own board for cutomized learning. With Sargon III you can recall past games, ask the computer for help orstudy any of the 45 classic chess moves. It includes a section on the fundamentals of chess by the U.S. Chess Federation. Requires 128K.

NSP-2105-AP 5.25" disk only. .. ~~$19.95~~.....**$9.95**

Sargon IV for the Mac (not System 7 compatible)

NSP-2212-MAC . ... ~~$49.95~~.....**$24.95**

COLOSSUS CHESS IV

Colossus is the most complete chess program available for the Apple written using the very latest techniques by a computer chess programmer of eight years experience. It has the widest range of true features available, including some never before implemented on any home computer chess program.

Colossus has a perfect understanding of all the rules of chess, including underpromotions, the fifty move rule and all draws by repetion. it can handle standard mates; including the very difficult King, Bishop and Knight versus King.

Colossus also offers the choice between the usual two dimensional flat board display or the new three dimensional real life board which allied to optional joystick control makes it clear and easy to use. It comes with a comprehensive manual and is easily the best chess program for casual and serious players alike.

Requires: 128K, Joystick optional

NSP-2008-AP 5.25" disk only. .... ~~$34.95~~.....**$14.95**

CHESSMASTER 2000

It draws from a mammoth opening library of over 71,000 moves - the world's largest. In midgame, it displays amazing combinations of classical and modern strategy. At end game it calls further upon the world's newest and finest computer chess algorithm to mount virtuoso tactics. the Chessmaster 2000 is the perfect champion chess companion, adversary and instructor for chess enthusiasts of all ages and skills.

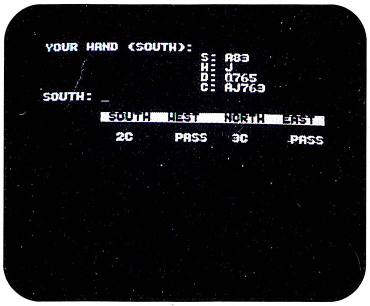
Features:

12 different levels of play from "Newcomer" to "grandmaster"
Select an "Easier" mode between levels
In "Teach" mode The Chessmaster shows all possible legal moves
Let the chessmaster suggest a move for you in "Hint" mode
Take back moves
Shows captured pieces
Turn the 3D board 90 Degrees to see every angle
Replay entire game - with the Chessmaster analyzing it

Requires: 64K

NSP-2020-AP 5.25" disk only. .... ~~$49.95~~.....**$24.95**

BRIDGE 5.0

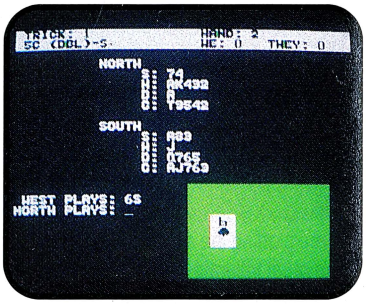


```
YOUR HAND (SOUTH):
                        S: A83
                        H: J
                        D: Q765
                        C: AJ763
SOUTH: _
         SOUTH   WEST    NORTH   EAST
          2C     PASS     3C     PASS
```

Grades: Adult

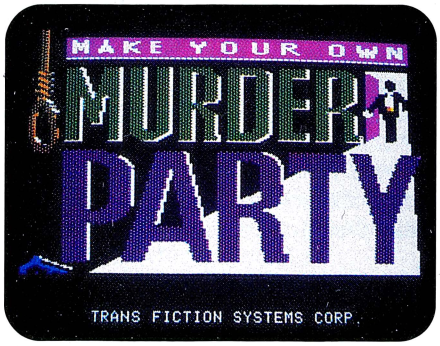
Bridge 5.0 is comprehensive contract bridge-playing program which allows you and your computer partner to bid against two computer opponents and then play out a hand. Bidding is based on the five card major approach and utilized the Stayman and Blackwood conventions. The program reviews the bidding, keeps track of the score and will inform you of any illegal bid or play. New features include the ability to request an opening hand, an auto-mode for both bid and play and the ability to enter your own hand, store interesting hands on disk and to change hands one to another. the ideal way for a novice to learn bridge and way for the advanced player to get into a gem without having to round up 3 more players. Requires: 128K.

NSP-2143-AP 5.25" disk only. .... ~~$39.95~~.....**$19.95**



```
TRICK: 1                      HAND: 2
5C (DBL)-S                    WE: 0    THEY: 0
            NORTH
                 S: 74
                 H: AK432
                 D: [illegible]
                 C: T9542
            SOUTH
                 S: A83
                 H: J
                 D: Q765
                 C: AJ763
 WEST PLAYS: 6S
NORTH PLAYS: _
```

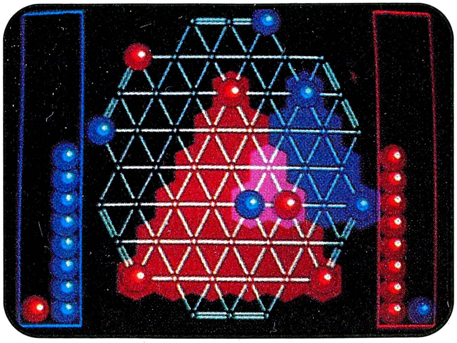
MAKE YOUR OWN MURDER PARTY



Grades: 7 - Adult

Everything you need for a great theme party for 6 to 8 friends is right here. Choose one of the two mysteries included, then print everything you need personalized to you and your guest. You use the computer to personalize the mystery to the players, so their names, description, even their habits and other personal details are part of the story. The murder's identity changes each time you create a new party, so anyone who's played before can't spoil the ending. No one know who the murder is - not even the murderer! Party One - The Big Kill: Someone has dropped the final curtain on famous movie star Jeremy Summers. He was your college buddy back in the sixties when you and some wild friends lived in a house at Berckley. You and your friends get together to talk about Jeremy's death. Party Two - Empire: Rose Hips, the wealthy widow of pharmaceutical magnet Ferris Smith, has been found dead in her mansion. The corner says poison. Which of the associated or relative has a new prescription for success! Requires: 64K.

NSP-2175-AP 5.25" disk only. ..... ~~$29.95~~.....**$14.95**

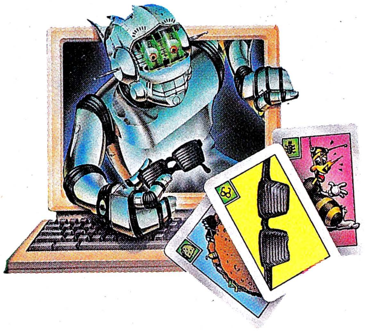


TRIANGO

Grades: 4 - Up

Play with perfectly spherical stones of crystallized, colored gems on a hexagon shaped field by beams of pure white light from a diamond. Place your gemstones at the intersection of light. When three of your stones are correctly positioned, the stones form triangles and capture your opponent's stones. Play til your opponent can't move then you win. Play against the computer or a friend. Requires 512K.

NSP-2096-GS IIGS .... ~~$39.95~~.....$14.95

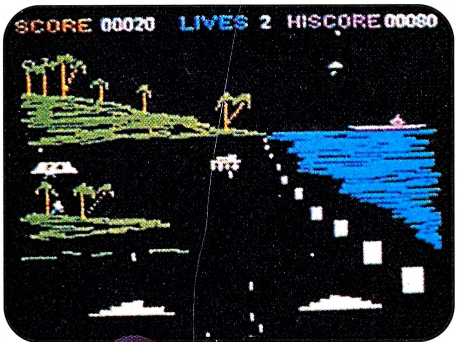


ROBOT RASCALS

Grades: 4 - up

It's half computer game, half card game and totally fun. Featuring animated robots, colorful playing cards and lots of chances for serious mischief. Choose your robot, then send it on a competitive scavenger hunt through a dangerous computer playing field. The item cards tell you what to hunt for. Requires 64K.

NSP-2131-AP 5.25" disk only. ..... ~~$39.95~~.....$10.00

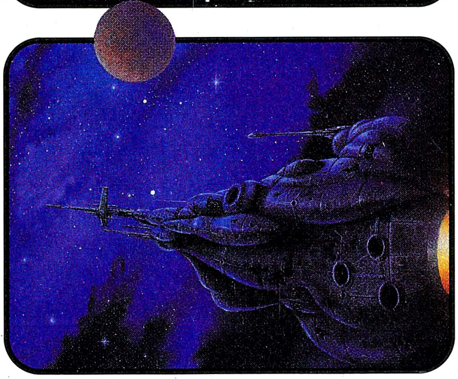


GREATEST HITS I

Grades: All ages

Includes four games: 1) Golf; 2) Westward Ho, defend you wagon train against Indians in arcade fashion; 3) D-Day, destroy the invading army as it invades your shore ; and 4) Defender. Defender is an arcade classic in which your ship is the only defense against alien ships. Requires 48K, joystick.

NSP-2132-AP 5.25 " disk only. ...... ~~$12.95~~.....$5.00



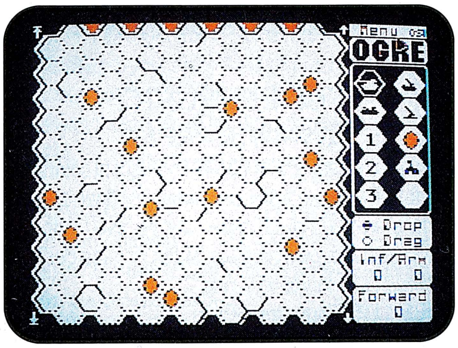
REACH FOR THE STARS

Grades: 9 - 12

To win a game of *Reach for the Stars* you must have explored all of the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in frantic R & D, and produced a large space navy. This will have been employed in settling territorial disputes with your neighbors. As always, the person with the biggest navy gets to adjust the border. It's not as easy as it sounds. Do the wrong thing and it could be three against one, especially if you're playing against veteran computer players.

Requires: 512K.

NSP-2166-GS IIGS. .... ~~$39.95~~.....$19.95

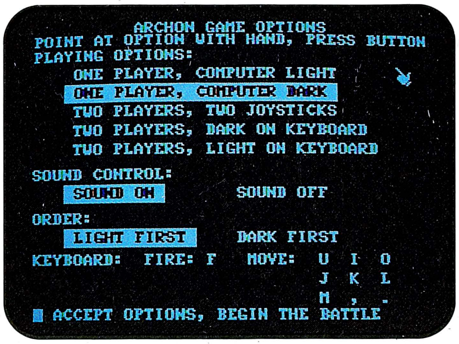


OGRE

Grades: 7 - 12

On the battlegrounds of the 21st century ,armored foot soldiers fight it out with tactical nuclear weapons. Yet, the most feared weapon of all isn't controlled by humans! It is the Ogre, a cybernetic supertank bristling with weapons, programmed to coldly annihilate anything in its path. This computer strategy game for one or two players is an adaption of the board game by the same name. One side defends a command post with a variety of conventional forces, while the opponent attempts to overrun the command post using a single Ogre. Requires: 64K.

NSP-2202-AP 5.25" disk only. .... ~~$39.95~~.....$9.95



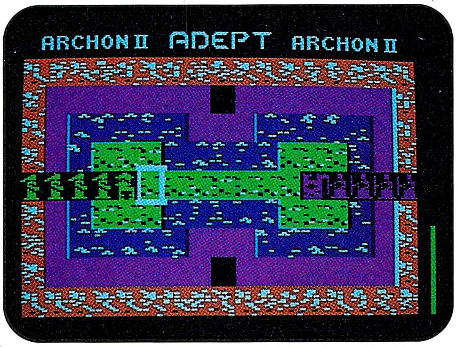
```
            ARCHON GAME OPTIONS
POINT AT OPTION WITH HAND, PRESS BUTTON
PLAYING OPTIONS:
    ONE PLAYER, COMPUTER LIGHT
    ONE PLAYER, COMPUTER DARK
    TWO PLAYERS, TWO JOYSTICKS
    TWO PLAYERS, DARK ON KEYBOARD
    TWO PLAYERS, LIGHT ON KEYBOARD
SOUND CONTROL:
    SOUND ON            SOUND OFF
ORDER:
    LIGHT FIRST         DARK FIRST
KEYBOARD:  FIRE: F    MOVE:  U  I  O
                             J  K  L
                             M  ,  .
█ ACCEPT OPTIONS, BEGIN THE BATTLE
```

ARCHON I
THE LIGHT AND THE DARK

Grades: Adult

There's a board. There are pieces with varying powers, squares to move into, an opponent to conquer. But the squares keep changing. And once you decide where to attack, the board explodes into a battlefield. Your pieces include phoenixes, golems and wizards, and they use all their strange powers when they fight the banshees, goblins, and sorceresses they face. They cast spells and missiles, throw out flames, they move each other around, take on each other's shapes and shriek at each other. If you square off on a spot that is favorable, you'll be hard to kill. If you're smart, fast, dexterous and far sighted, you just may win. Requires: 64K, joystick.

NSP-2200-AP 5.25" disk only. .... ~~$14.95~~.....$5.00



ARCHON II ADEPT

Grades: Adult

Amidst swirling elements, An Adept of Order conjures a Gorgon to send against an enemy Siren. That's a power point they'll fight for, at least, sometimes it is. And Order needs more power. It won't be easy. The board becomes an arena and strategy explodes into action. The siren's deadly song begins instantly to drain her adversary's life force. The Gorgon will need all its speed and vicious power at close range. There is no such thing as a long battle with Siren. Contains different battleground for Earth, water, air, fire; 12 monsters, 4 conjuring adepts on each side. Play with a friend or against the computer. Requires: 48K.

NSP-2169-AP 5.25" disk only. ...... ~~$29.95~~.....$14.95

COMPUTER WORKBOOKS

Grades 2 to 7

Beginning With Basic

Computer text teaches computer parts, terminology, how to use software.

CD-9040 64 pages. **$6.95**

REPRODUCIBLE WORKBOOKS

32 pages **$3.95**

Activities with answer key

Computer Terms

These three books provide illustrated explanations of terms as well as activities.

Hardware	**CD-9043**	32 pages. .	**$3.95**
Software	**CD-9044**	32 pages. .	**$3.95**
Word Processing	**CD-9045**	32 pages. .	**$3.95**

People & Computers

Computer useage in different occupations.

CD-9046 32 pages. **$3.95**

What Computers Can Do

Explains what hardware and software computer parts do. Activities, too.

CD-9047 32 pages. **$3.95**

Problem Solving With Basic

How to solve problems, design programs, draw flowcharts & translate flowcharts to Basic.

CD-9048 32 pages. **$3.95**

BASIC PROGRAMMING II

10 lessons that will show you how to use the basic language and give you some activities to complete for practice Lessons 5 and 10 are review.

CD-9050 32 pages. **$3.95**

BASIC PROGRAMMING III

10 lessons on basic graphics and such statements as GOTO and ON. Each lesson contains an objective, directions, display output, enter input and vocabulary check.

CD-9051 32 pages. **$3.95**

DISCOVERY LEARNING WITH LOGO II

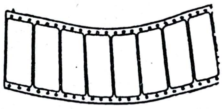
Contains 10 lessons which will show you how to use the Logo language. The focus is on mastering "turtle graphics" segment of Logo.

CD-9053 32 pages. **$3.95**

DISCOVERY LEARNING WITH LOGO III

The sequel to book II. 10 more lessons in Logo, lesson 5 and 10 are review lessons while the others are new concepts.

CD-9054 32 pages. **$3.95**



TABULATING LABELS

These labels greatly increase the uses of automatic data processing equipment. Such labels permit high speed addressing of mailing lists, imprinting of folder labels and a wide variety of other information transfers. 3 1/2" x 15/16".

DEN-42-451 5000/box. **$19.95**

DEN-42-551 1000/box. **$4.95**

PASTEL COMPUTER PAPER

PASTELS SAY IT SUBTLY! Comes in 4 contemporary colors, 100 sheets per package.

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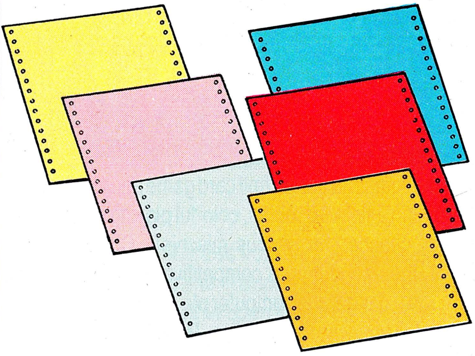
Assorted Pack of 400 sheet, 100 sheets of each color.

LL-PPA **$19.95**



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CREATE WITH COLOR! Comes in 8 brilliant colors. Packed 100 sheets per color.

LI-75002 Cherry Red. **$9.95**

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LI-95610 Rlch Gold. **$9.95**

LI-18125 Pure White. **$9.95**

LI-95210 Sweetheart Pink. **$9.95**

LI-90025 Natural Parchment. **$11.95**

LI-96010 Brilliant Yellow. **$9.95**

Assorted Pack of 400 sheets, 50 of each color

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BRILLIANT ATTENTION GETTING!

FLOURESCENT BANNER PAPER

Brighten your signs with vibrant flourescent colors and playful designs. This is a 45 foot, continuous feed, perforation-free roll of paper can be used with any program that makes banners, signs, or large designs.

CMBB-1112 Flourescent Red

CMBB-1115 Flourescent Pink

CMBB-1113 Flourescent Green

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1 ROLL **$14.95**

FLUORESCENT COMPUTER PAPER

Brilliant - Vibrant - High Impact - Fluorescent Colors that will get your message noticed.

Continuous clean edge micro-perforated Fluorescent Computer Paper. 120 sheets per pack.

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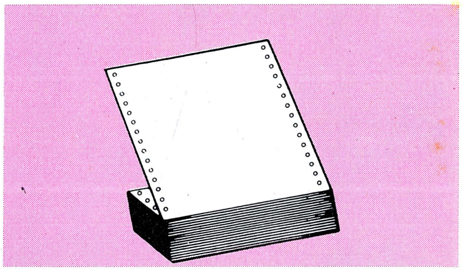
BH36P1MVP FLUORESCENT RAINBOW PACK (24 sheets/color) 120 sheets total. **$16.50**



PREMIUM BRIGHT WHITE BOND COMPUTER PAPER

This premium quality white bond paper is 20 lb. weight for maximum strength and printability. Ideal where record permanence is desired. Extra fine perforations yield professional looking computer stationary for letters or reports. Overall size is 9 1/2" x 11" with 1/2" strip-off margins to yield standard letter-size of 8 1/2" x 11". Bright White Bond.

NSP-2215 200 sheets. **$5.00**

BA-OC591 1000 sheets. **$15.00**

BA-9401STF 3300 sheets. **$39.95**

CARBONLESS WHITE PAPER

Over all size is 9 1/2" x 11" with 1/2" strip-off margins to yield standard letter -size of 8 1/2" x 11".

2-part, 1650 sets for a total of 3300 sheets.

BA-OC592 .... **$39.95**

4-part, 850 sets for a total of 3400 sheets.

BP-874 .... **$69.95**

GREEN BAR COMPUTER PAPER

1/2" lines. Overall size is 9 1/2" x 11" with 1/2" strip-off margins to yield standard letter-size of 8 1/2" x 11". 1-part

BA-9421STF 3300 Sheets. **$44.95**

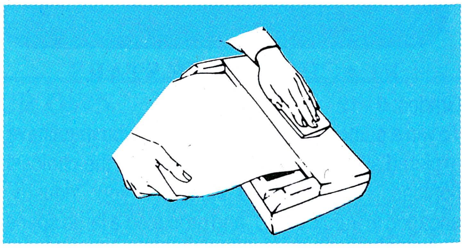
2-part Carbonless 1650 sets for a total of 3300 sheets

BP-9022 .... **$39.95**

100% RECYCLED PLAIN WHITE COMPUTER PAPER

Environmentally-sound 100% post consumer paper. 18lbs weight 9 1/2" x 11" with 1/2" strip-off margins to yield standard letter size 8 1/2" x 11".

BA-74408 2550 sheets. **$44.95**

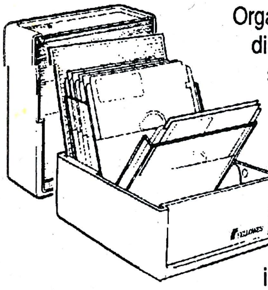


MARGIN STRIPPER

Removes and collects perforated margin strips from continouspaper and trims up to 25 sheets at a time. No alignment of margin needed. The cover lifts for easy emptying and the removeable door on bottom allows margins to fall directly into wastebasket. 8.5"H x 14.5" W x 3.75"D. Putty. 2lbs.

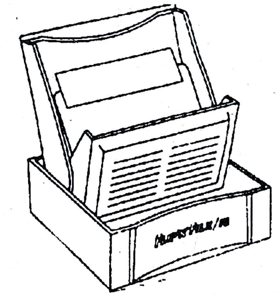
BA-944MAI **$27.95**

DISKETTE FILE



Organize and protect your diskettes with fan-file storage box. The unique "Fanning Action" allows for easy and quick retrieval of diskettes. Holds up to 25 (5.25" diskettes) in impact-resistant plastic construction to prevent damage. Compact size is ideal for convenient desk-top or shelf storage, and fits neatly in briefcase for extra portability. The one step design lets the file unfold as it opens. Color putty and smoke.

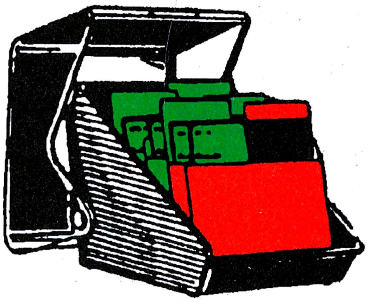
FEL-96099	~~$9.95~~ **$4.95**
10 or more.	**$3.95**



DISKETTE FILE

Fold open, dust free disk library file. Holds 10 (5.25" diskettes).

SP-97-565	**$3.95**



DISKETTE FILE TRAYS

Plastic tray with hinged lid allows you ready access to disks and provides convenient dust-free storage. For up to 50 (5.25" diskettes).

BA-MDT050	**$ 8.95**
BA-MIC-504 with lock.	**$11.95**

DISKETTE FILE

Hold 30 (3.5" diskettes) in this sturdy high impact styrene storage box. The five locking, adjustable dividers permit categorical filing and support disks at a 30 degree angle for easy viewing. Ridges "catch" the top of each disk, holding them in places at all times. Disks will not slide out of order even when tipped 90 degrees. A built in self latching handle allows disk to be easily transported and the non-skid rubber feet prevent sliding and won't scratch desktops.

Holds 30 (3.5" diskettes).

AMA-14320	**$6.95**

Holds 45 (3.5" diskettes).

BA-52000-RNK w/lock.	**$11.95**

PREMIUM QUALITY DISKETTES

10 diskettes per box, with sleeves and labels.

Double Sided, Double Density, 5.25"	
DEN-92-810	**$12.95**
Double Sided Double Density, 3.5"	
DEN-92-910	**$13.95**
Double Sided High Density, 3.5"	
DEN-92-911	**$16.95**

EDUCATOR DISKETTES

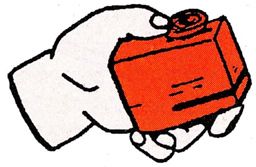
Quality diskettes at attractive prices. 10 per package.

Double Sided, Double Density, 5.25"	
COM-1580	**$6.95**
Double Sided, Double Density, 3.5"	
COM-1590	**$8.95**

COLORED DISKETTES

Sort your files easily using these colorful diskettes. Word processing on white, databases on blue, or student grades on green, lesson plans of red, etc.

5.25" Double Sided/Density, pack of 10	
DKE525R RED.	**$17.95**
DKE525B BLUE.	**$17.95**
DKE525G GREEN.	**$17.95**
DKE525Y YELLOW.	**$17.95**
DKE525O ORANGE.	**$17.95**
3 .5" Double Sided/Densit y, pack of 10	
DKE35R RED.	**$24.95**
DKE35B BLUE.	**$24.95**
DKE35G GREEN.	**$24.95**
DKE35Y YELLOW.	**$24.95**
DKE35O ORANGE.	**$24.95**



DISK NOTCHER

Use both sides of your disk! The disk notcher punches out a second notch in 5.25" single sided disks allowing you to use the back side of the disk - doubles capacity.

CSS-8484.	**$8.95**

DOUBLE DISK CONVERTER

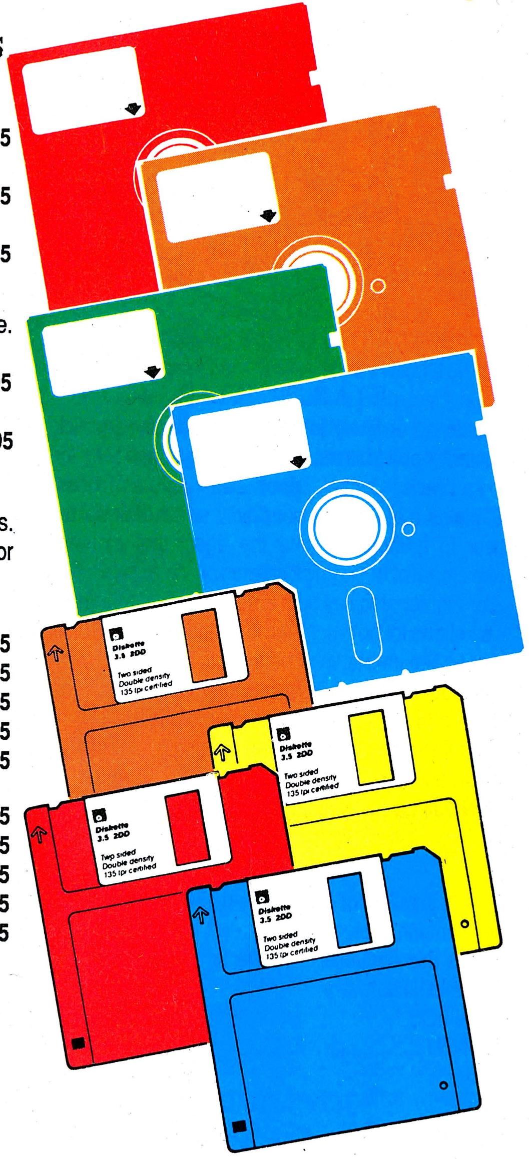
Convert a any standard 3.5" double density diskette to a high density diskette. Aligns the diskette case for a perfect punch every time.

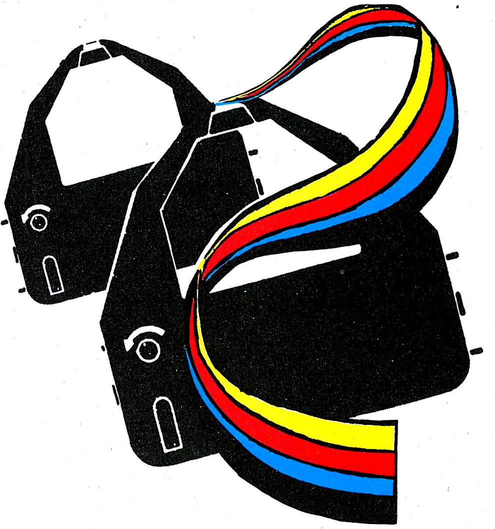
LMT-101-DN	**$49.95**

RIBBONS

A high quality reliable ribbon. We carry a complete line of ribbons, if you do not see yours, give us a call.

Apple Scribe	
BL-APSC black.	**$11.95**
Imagewriter Ribbons:	
BL-R9000BK black.	**$4.95**
BL-R9325R red.	**$8.95**
BL-R9325B blue.	**$8.95**
BL-R9325G green.	**$8.95**
BL-R9325GD gold.	**$8.95**
BL-R9325S silver.	**$8.95**
Imagewriter II Ribbons:	
BL-R9000BK black.	**$5.95**
BL-R9400CL 4 color ribbon.	**$9.95**

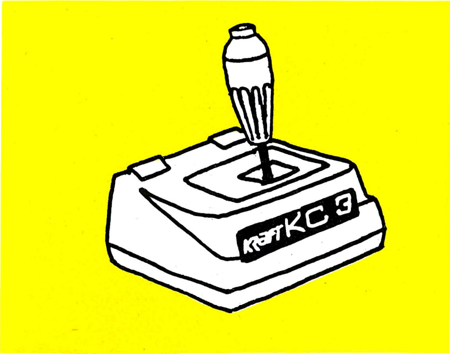




HEAT TRANSFER RIBBONS

Use your own graphics program to create unique T-shirts or sweatshirts. Use them for special events, fund raisers or just for fun. For the Imagewriter II.

BL-RAPHT black	**$11.95**
BL-R9401CL 4 color	**$17.95**



STAR FIGHTER

This is no ordinary joystick. This analog joystick controller provides unique fine-tuning capabilities for extra precise control. Feels better, scores higher. Contains a hi-lo throw sensitivity switch that allows user to further fine tune the effect that extreme movement of the joystick creates on the screen. The Star Fighter also has both a right and left fire button. This allows for both right and left handed users. Some games like mazes work better with short movement while others work best with a long movement. The joystick throw selector allows you to choose long or short throw by simply rotating the ring.

Apple IIe

SUN-034 .... **$18.95**

TAC 1 PLUS

A great joystick for graphics and games. New rapid self-centering, sleek styling, and triple fire button makes this controller versatile for entertainment or educational software.

Apple IIGS

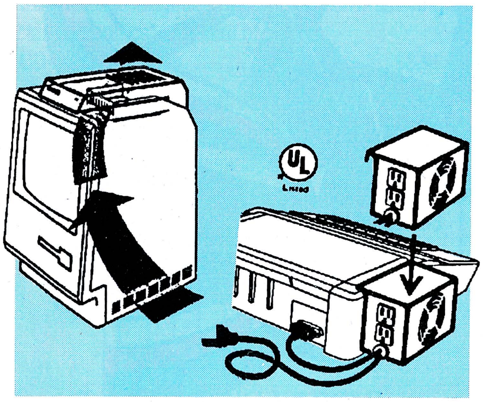
SUN-021 .... **$24.95**

JOYSTICKS

Players may select either "spring center" or "free floating" modes by means of patented external switches.

KRF-9005 Apple II+. **$34.95**

KRF-9001 Apple IIc. **$34.95**



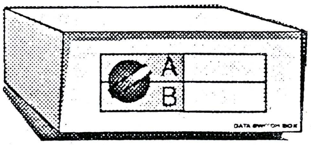
SYSTEM SAVER

A cooling fan, a surge suppressor and front panel on/off switch all in one - substantially prolongs the life of your system.

HT-2100 Apple II+, IIe. **$69.95**

HT-2200 Macintosh. **$79.95**

HT-2300 Apple IIgs. **$79.95**



PRINTER SHARING

This data transfer switch enables two Apple computers to share one printer or one Apple computer to use two printers with a simple flip of a switch instead of unplugging and plugging back up cables. Works with both serial and/or parallel printers. Fully shielded metal case with anti-skid feet, comes complete with two cables. Please specify Apple model: Apple IIe, IIc, IIgs.

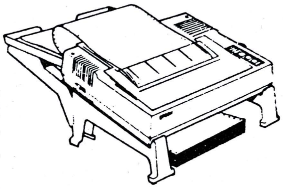
2 computers - 1 printer, includes 2 cables.

IDS-AP2-1. .... **$89.95**

1 computer - 2 printers, includes 2 cables.

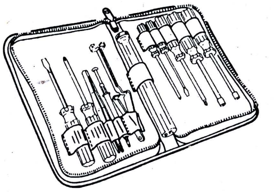
IDS-AP1-2. .... **$89.95**

PRINTER STAND



Universal Desktop Plastic printer stand fits all desktop printers, center or rear feed. Removable paper tray. Stores paper underneath. No-mar feet.

BA-PS1CUT **$24.95**



PC TOOL KIT

Just the thing for all those "little" jobs. A complete set of the necessary tools to repair, maintain and upgrade your Apples and Macs. Set of 10 demagnetized tools in a zipper vinyl case.

SP-MIC420. .... **$29.95**

50 piece deluxe expanded set

SP-MIC430 .... **$79.95**

Q-RAM IIE

Snap the Q-RAM IIe into your Apple IIe, and you'll create a whole new computing experience. Programs load faster and completely. A lot more productivity. That means you can concentrate on working - not on waiting on disk drives. The Q-RAM IIe also includes software that dramatically enhances the capabilities and speed of AppleWorks.

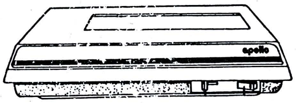
QC-23 1 meg. **$199.95**

Q-RAM IIGS

The Q-Ram is an economical way to add up to 4 Meg of memory to your Apple IIgs. It's fully compatible with all Apple IIgs hardware and software - including the IIgs RAM disk and DMA peripherals like the Apple II High Speed SCSI Card. And it's so small that it fits in your shirt pocket. You'll have memory to spare memory to load desk accessories, or to set up a convenient RAM disk.

QC-24 4 meg. **$299.95**

A MUST FOR EVERY CLASSROOM!
TEACH YOUR ENTIRE CLASS
WITH ONE COMPUTER



OVERHEAD VIEW FOR YOUR APPLE

This unit is about the size of an encyclopedia and simply sits on top of the projection plate of your overhead projector. You connect the appropriate video cable to your computer and you have instant large screen viewing.

This is your Low Cost, basic LCD panel for Apple IIe, IIc formats. Projects on a yellow background with blue-gray lettering. What makes this LCD panel unique is the ultra high cooling system. A touch of a button changes foreground or background shades with no software dropout of information.

Apple IIe/c (LIST $1098.00)

AP-PC-9100. .... **$898.00**

Carrying Case for 9100

AP-PC9460 soft case. **$39.00**

AP-PC9465 hard case. **$139.00**

OVERHEAD PROJECTOR

AP-AL1000. .... **$249.95**

Replacement Bulb

AP-DYS. **$21.95**

THUNDERSCAN

ThunderScan

CREATE EXCITING CLASSROOM MATERIALS

"This powerful product is unique because it doesn't use any standard video equipment as the source; instead it transforms your ImageWriter printer into a high-resolution optical scanner."

-A+/inCider

Watch as your favorite apple programs come alive with Thunderscan. Let your ImageWriter digitize your photographs or artwork. By removing the ribbon cartridge and simple inserting the Thunderscan, then rolling your images through the printer you can scan just about anything. By putting them on disk you are able to combine them with the likes of Appleworks or Paintwork Plus. Change your project by adding personal images that you can enhance by painting, drawing, enlarging or reducing. The cable easily connects into the joystick/mouse port of your Apple. 2 drives are recommended.

THW-6782. .... **$219.00**

80 COLUMN CARD

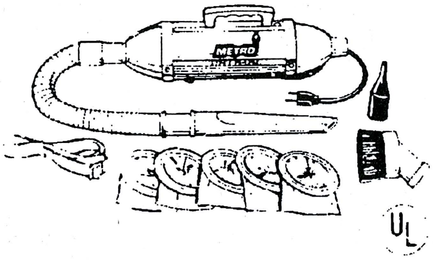
A plug-in video display board for the Apple IIe.

SMT-AP-123 .... **$69.00**

MINI VAC

Keep your computers and printers free from dust and debris. Vacuum pollutants away with the Mini Vac. Excellent for VCR's and other A-V equipment as well.

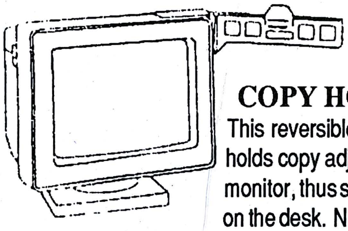
MV-1001 (includes batteries).	$29.95
MV-1002 Adapter for MiniVac.	$11.95



METRO DATA VAC I

This handy machine can be used as a vacuum or a blower unit. With its soft-bristle brush and 19" flex hose the interiors of computers and printers can be reached easily without the fear of damaging important components. A shoulder strap is included. All steel unit, 4" X 16"

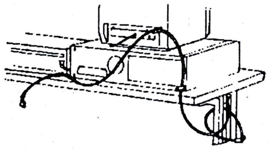
BA-MDV1DVA Vacuum.	$69.95
BA-DVP26DVA Pack/5 disposable bags.	$ 3.95



COPY HOLDER

This reversible spring clip holds copy adjacent to the monitor, thus saving space on the desk. Non magnetic unit attaches easily to the monitor with velco.

CM-393	~~$6.95~~.	$4.95



CABLE SECURITY KIT

Protect your system against theft. This kit will secure your computer along with 3 peripherals. Easy to install with all tools, cable, and padlock included.

BA-SL1CUT	$19.95

MOUSE MATS

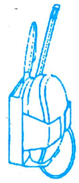
AT-82520 Blue.	$7.95
AT-82530 Red.	$7.95
AT-82540 Gray.	$5.95

CLEAN MOUSE CLEANING KIT

No matter what size your mouse, you can keep it at peak performance, clean from dust, static build-up and anything that can damage your mouse. Includes: scrubbing board, 2 scrubbing balls, cleaning solution and lint-free chamois cloth.

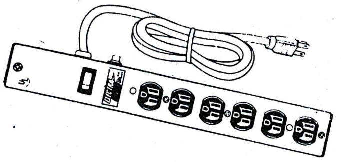
CM-821	$14.95

MOUSE HOLDER



Universal size, putty color pocket holds mouse and other materials. Attaches to side of monitor or system unit with double sided tape.

BA-MC101ATT	$3.95



SURGE SUPPRESSOR/ OUTLET STRIP

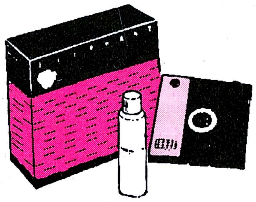
Protect your equipment from electrical power surges and plug it all in where you need it. 6 plugs; clamps surges as high as 6,000 volts; Rating: 15 amps, 125 volts, AC, 6' cord.

POS-6SN.	$19.95

ELECTRICAL EXTENSIONS

Locate equipment where you need it and eleminate getting your feet caught in electrical cords with these floor runner extensions. They make your cord almost flat and secure on the floor.

BA-4EF3BGFLY 4'.	$24.95
BA-6EF3BGFLY 6'.	$29.95
BA-8EF3BGFLY 8'.	$34.95



DISK DRIVE CLEANING KITS

Keeps disk drive heads clean for maximum performance. Complete with head cleaning diskette and cleaning fluid. Weeekly cleanings are recommended, with 15 cleanings maximum per kit.

QVS-240 5.25" disk drive.	$9.95
QVS-239 3.5"disk drive.	$9.95

UNIVERSAL CLEANING KIT

A comprehensive cleaning system for personal computers. Everything you need to inexpensively maintain delicate computer components and reduce read/write errors, downtime and costly repairs. This kit has been expressly designed to safely remove harmful contamination and static charge and keep your computer looking and functioning like new.

DEN-92-527	$24.95

ANTI-STATIC KIT

Reduces or eliminates static by creating conductive paths that allow static charges to dissipate. Less dust will be attracted to treated surfaces and the risk of damage to your computer from static discharge will be greatly reduced.

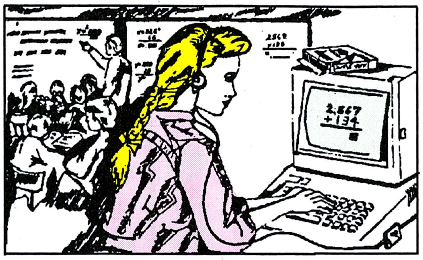
DEN-92-530 *CLOSEOUT!!.*	~~$9.95~~	$4.95

PRINTER CLEANING KIT

A complete cleaning system to maintain your printer at optimum performance levels. Helps to insure clean, crisp printouts.

Contains: Element Cleaning Solvent, Platen Cleaning Solvent, General Surface Cleaning Solution, Cleaning material, wands and tissues.

DEN-92-528	$24.95

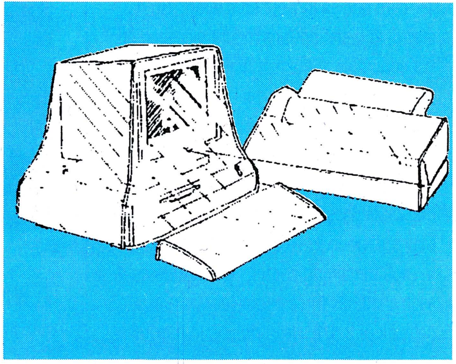


LITTLEJACK

WORKS WITH ALL SOFTWARE

Students can listen to the computer without disturbing the class. Littlejack installs in minutes - no tools required. Adapter is included so up to 8 children can listen on headphone listening sets. You simply unplug Littlejack for normal sound.

ESL-001-AP	$29.95



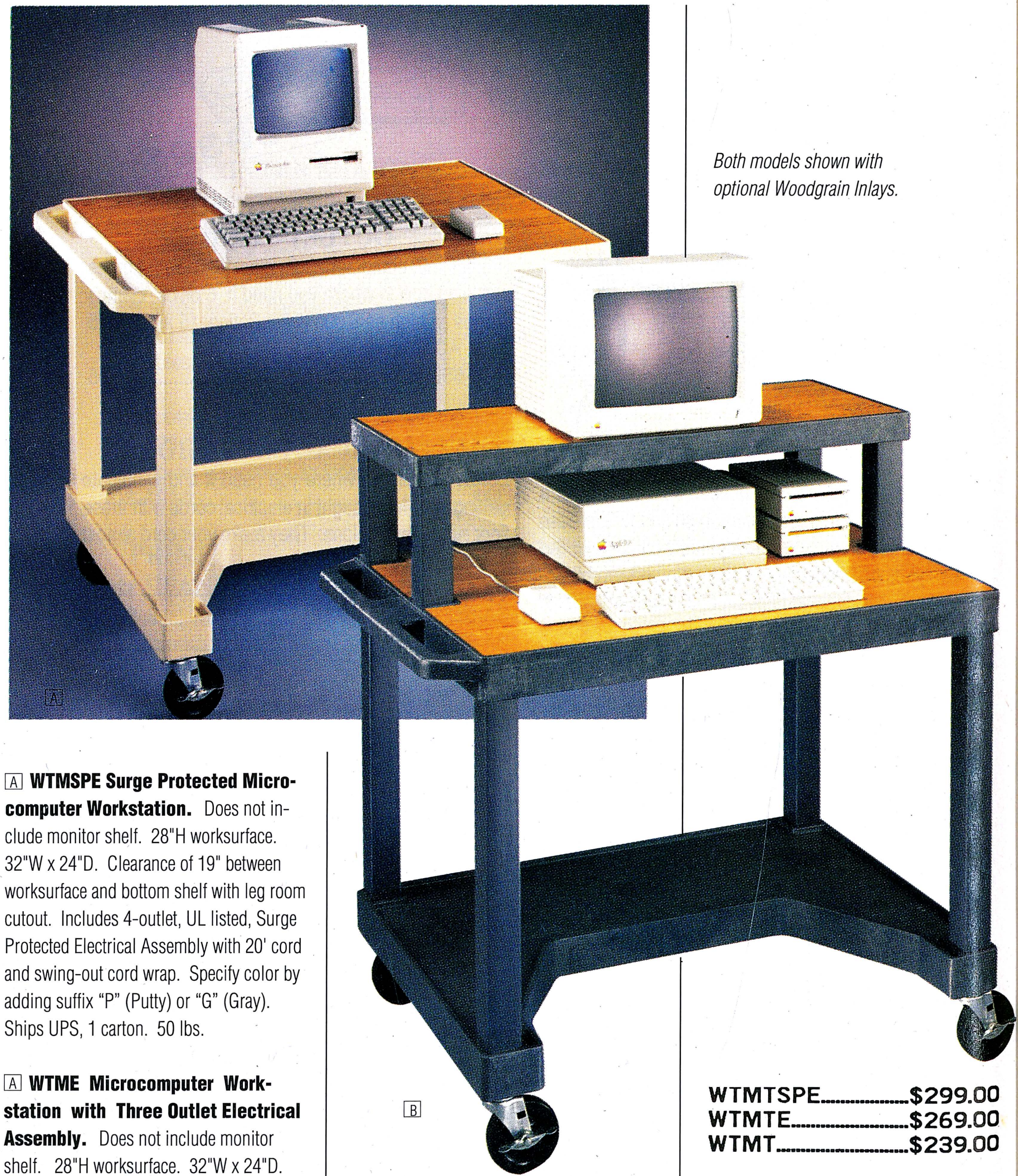
DUST COVERS

These covers are made of duralbe clear plastic. They are waterproof and have been given an anti-static treatment. Dust and spills are an ever present danger - Guard your equipment against costly damage.

If your equipment is not listed call or write for the correct item number and price. Be sure to indicate on your order exactly what equipment you are using.

Apple IIe (CPU only)	**TPI-85128.**	$14.95
Apple IIe (monitor & CPU)	**TPI-85132.**	$19.95
Apple IIgs (CPU only)	**TPI-85778.**	$16.95
Apple IIgs (monitor & CPU)	**TPI-85776.**	$19.95
Imagewriter	**TPI-85210.**	$15.95
Macintosh Plus	**AT-07775**	$19.95
Mac Classic , 81 key Kybd	**AT-07778**	$!9.95
Mac IIsi, w/81 key Kybd 13"mon.	**AT-07793**	$19.95
Mac IILC, w/81 key Kybd 12" mon.	**AT-07779**	$19.95
Mac LC enhanced Kybd 12" mon.	**AT-7792**	$19.95
Kybd 81 keys for Mac II, SE, CL	**AT-07781**	$11.95
Kybd extended 105 keys for Mac II, SE, CL	**AT-07782**	$11.95

Tuffy II™ Mobile Microcomputer Workstations



Both models shown with optional Woodgrain Inlays.

Wilson Tuffy II Microcomputer Workstations are made of tough structural thermoplastic that won't stain, scratch, dent or rust and is a natural electrical insulator. Two inch square, tubular legs maximize lateral stability. Leg ends encapsulate within the shelf structure for added strength. Optional woodgrain inlays provide a smooth writing surface. The rich putty or gray colors can't chip or wear away. Comfortable molded-in handles encourage proper handling. Includes a 4-outlet UL listed Power Surge Protector and Circuit Breaker that protects your valuable equipment against power surges (15 amp, 125V with 90 joule dissipation). 20' cord and swing-out cord wrap. Also available with standard 3-outlet UL listed and CSA approved electrical assembly with 15' cord and swing-out cord wrap. Both electrical outlet options mount recessed on the underside at the rear of the worksurface. Shelves have a 3/8" safety retaining lip. Worksurface has three pairs of slots for equipment safety straps. Monitor shelf has one pair of slots. Worksurface has a 2-3/8" dia. cable pass in the left rear corner. User may drill up to three more cable passes, one in each remaining corner. The underside of each shelf has three perimeter ribs and a network of 2-1/2" deep ribbing to maximize strength. Standard with U.S. made, non-marring, 4" dia., ball-bearing, swivel casters with nominal 1" tread; two with locking toe brakes. Ships UPS in 1 carton.

Value Adding Accessories

Optional Woodgrain Inlays. For Tuffy II Microcomputer Workstations. Durable High Pressure Laminate inlay provides desk-quality writing surface. Enhances Workstation appearance.

WTM-I for models without monitor shelf. 1 piece, pre-cut to fit. 2 lbs. **$26.00**

WTMT-I For models with monitor shelf. 2 pieces, pre-cut to fit. 3 lbs. **$36.00**

ESS Equipment Security Strap. For use on worksurface or monitor shelf to help secure equipment. May not be used when optional Woodgrain Inlays are in place. 11 feet long. 2 lbs. Ships UPS. **ESS. $4.00**

A **WTMSPE Surge Protected Microcomputer Workstation.** Does not include monitor shelf. 28"H worksurface. 32"W x 24"D. Clearance of 19" between worksurface and bottom shelf with leg room cutout. Includes 4-outlet, UL listed, Surge Protected Electrical Assembly with 20' cord and swing-out cord wrap. Specify color by adding suffix "P" (Putty) or "G" (Gray). Ships UPS, 1 carton. 50 lbs.

A **WTME Microcomputer Workstation with Three Outlet Electrical Assembly.** Does not include monitor shelf. 28"H worksurface. 32"W x 24"D. Clearance 19" between worksurface and bottom shelf with leg room cutout. Includes 3-outlet UL listed & CSA approved Electrical Assembly with 15' cord and cord wrap. Specify color by adding suffix "P" (Putty) or "G"(Gray). Ships UPS, 1 carton. 50 lbs.

A **WTM Microcomputer Workstation.** Does not include monitor shelf or electrical assembly. 28"H worksurface. 32"W x 24"D. Clearance of 19" between worksurface and bottom shelf with leg room cutout. Specify color by adding suffix "P" (Putty) or "G"(Gray). Ships UPS, 1 carton. 47 lbs.

WTMSPE	$269.00
WTME	$229.00
WTM	$199.00

B **WTMTSPE Surge Protected Microcomputer Workstation with Monitor Shelf.** 32"W x 13"D monitor shelf. Overall height 37-1/2" enables user to observe monitor at eye-level. 28"H worksurface. 32"W x 24"D. Clearance 8-1/2" between monitor shelf and worksurface. Clearance 19" between worksurface and bottom shelf with leg room cutout. Includes 4 outlet, UL listed, Surge Protected Electrical Assembly with 20' cord and swing-out cord wrap. Specify color by adding suffix "P" (Putty) or "G"(Gray). Ships UPS, 1 carton. 61 lbs.

B **WTMTE Microcomputer Workstation with Monitor Shelf and Three Outlet Electrical Assembly.** 32"W x 13"D monitor shelf. Overall height 37-1/2" enables user to observe monitor at eye-level. 28"H worksurface. 32"W x 24"D. Clearance 8-1/2" between monitor shelf and worksurface. Clearance 19" between worksurface and bottom shelf with leg room cutout. Includes 3-outlet UL listed & CSA approved Electrical Assembly with 15' cord and cord wrap. Specify color by adding suffix "P" (Putty) or "G"(Gray). Ships UPS, 1 carton. 61 lbs.

B **WTMT Microcomputer Workstation with Monitor Shelf.** Does not include electrical assembly. 32"W x 13"D monitor shelf. Overall height 37-1/2" enables user to observe monitor at eye-level. 28"H worksurface. 32"W x 24"D. Clearance 8-1/2" between monitor shelf and worksurface. 19" clearance between worksurface and bottom shelf with leg room cutout. Specify color by adding suffix "P" (Putty) or "G"(Gray). Ships UPS, 1 carton. 58 lbs.

WTMTSPE	$299.00
WTMTE	$269.00
WTMT	$239.00

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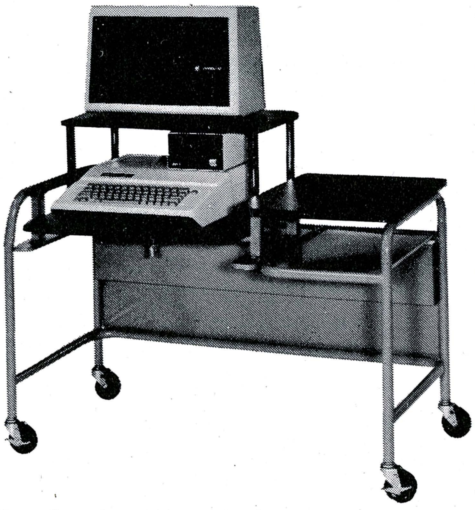
CRANK ADJUSTABLE COMPUTER TABLE



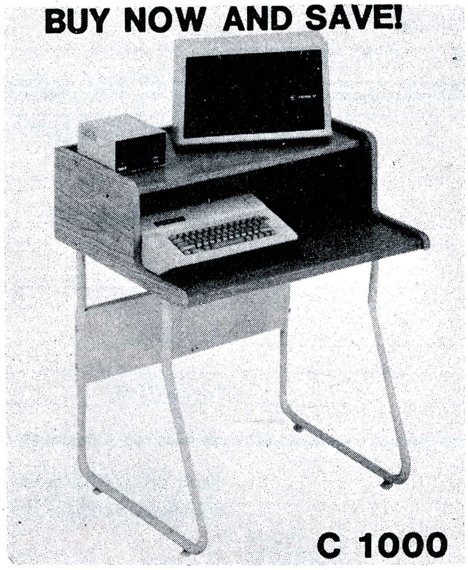
Now all grades within a school can have the correct computer table height and be comfortable. You can adjust the height of the work surface of this all steel mobile computer table without tools. The height is adjustable through a 4" range by using a conveniently located hand crank. Table does not have to be unloaded. Overall size 20"D x 40"W x 22" to 26" H. Equipped with adjustable platform 22" W x 9"H; cable management panel; multiple (4) outlet source; bookshelf; and casters.

GCT-4026-S. **$479.00**

Without raised shelf.

GCT-4026. .... **$389.00**

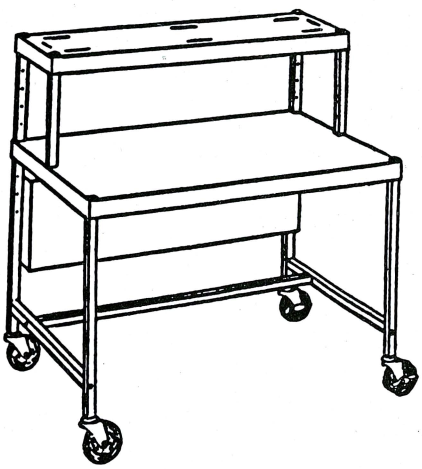
COMPUTER WORKSTATION



This basic, desk-type small computer workplace is ideal where compactness and sturdiness are essential. Constructed from laminated wood with scratch-resistant oak grain high-pressure surfaces and 1" tubular steel legs. 31 1/2"W x 28 1/8"D x 36"H. Rolled edge work surface is 30"W x 27"D; top shelf is 30" x 16"D with 7 3/4" clearance for CPU's, keyboards, and drives. Work surface height is 26 1/4". Shipping (UPS) weight is 88 lbs.

C1000. .... ~~Originally $269.00~~.....**$99.00**

MOBILE WORKSTATION



Mobile metal workplace for your computer. Work surface is 36"W x 24"D; shelf surface with ventilation openings is 36"W x 12"D. Comes with wire management tray and 4-outlet electrical with circuit breaker and on-off switch. Height 39" with 4" casters. Shipping weight is 62 lbs. Almond metal color and chrome plated 1" square steel legs.

WCA-2000. .... **$259.00**

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AP GS MAC

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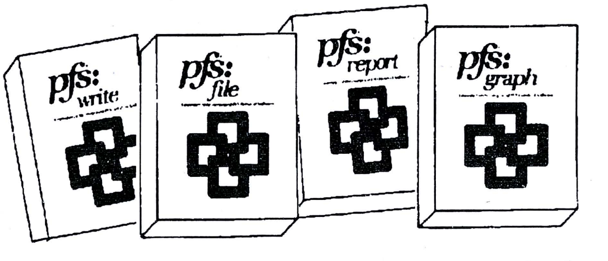

pfs:file

file is an electronic filing system that lets you find and print information in a fraction of the time it takes with a manual filing system. You can keep track of many kinds of business information, including: mailing lists; student records; invoices; equipment inventories and much more. Your information is organized in "forms" that you design on the computer screen. Then you enter data in any order. ***file***'s versatile searching capability allows you to look for any item or combination of items on your form. And ***file***'s powerful printing capability lets you quickly print sorted mailing labels, lists, rolodex cards and more.

Features: Free-form design; mail merge with ***pfs:write***; provides data for ***pfs:plan*** spreadseets and ***pfs:graph*** charts.

Requires: 128K; 80 column display; ProDOS; two drives recommended.

NSP-2225-AP .... ~~$99.00~~. **$49.00**

pfs:report

report helps you get the most out of the information you keep with ***pfs:file***. report organizes file information into summary tables and automactically sorts it alphabetically or numerically. In minutes, you can print reports that would otherwise take hours to produce manually.

Requires: 128K; 80 column display; ProDOS; two drives recommended.

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Requires: 128K, 80 column display; ProDOS; two drives recommended.

NSP-2227-AP .... ~~$99.00~~. **$49.00**

pfs:plan

plan is an electronic spreadsheet that gives you a speedy way to manage numbers. ***plan*** lets you develop worksheets that get you down to business quickly and easily. You can perform powerful analyses fast. ***plan*** uses easy-to-remember "keywords" for many important financial and business calculations. You can transfer ***pfs:file*** information to your worksheets to eliminate tedious retyping of information. You can even include *plan* worksheets in ***pfs:write*** documents, or create graphs of you plan data with ***pfs:graph***.

Requires: 128K, 80 column display; ProDOS; two drives recommended.

NSP-2228-AP .... ~~$99.00~~. **$49.00**

pfs:graph

graph is the perfect tool to help transform complex data into easy-to-grasp visuals. Powerful but easy to learn, graph lets you create pie, bar, line or mixed bar/line charts that add impact to reports and presentation. You can even include ***graph*** charts in ***pfs:write*** documents for added impact and clarity. Requires:128K, 80 column display; ProDOS; two drives recommended.

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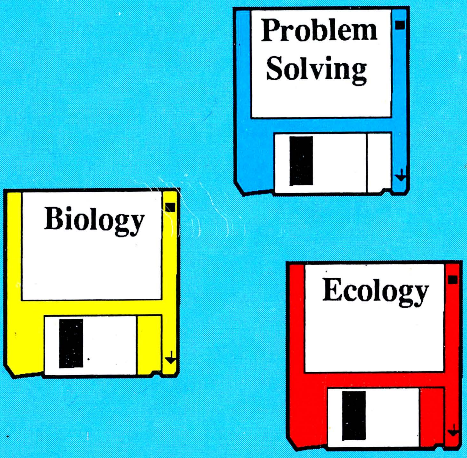
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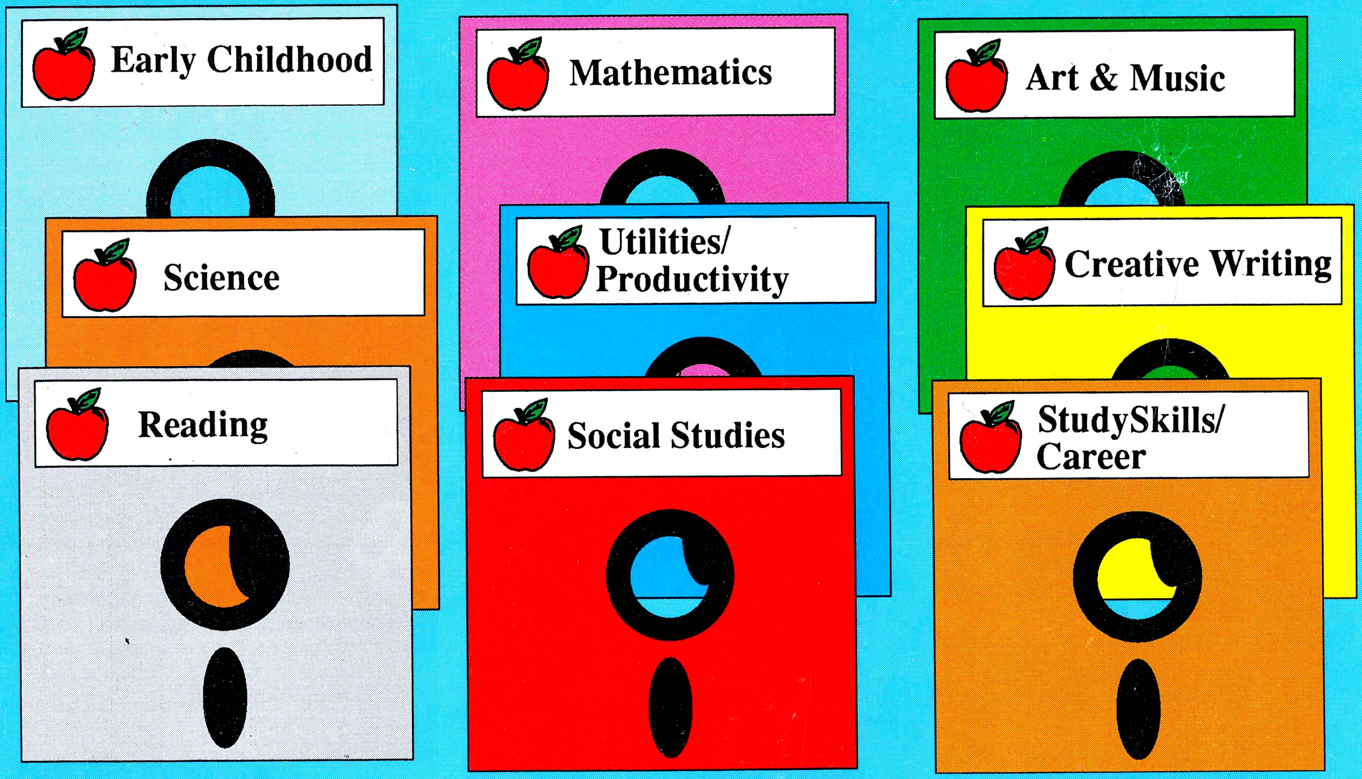
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